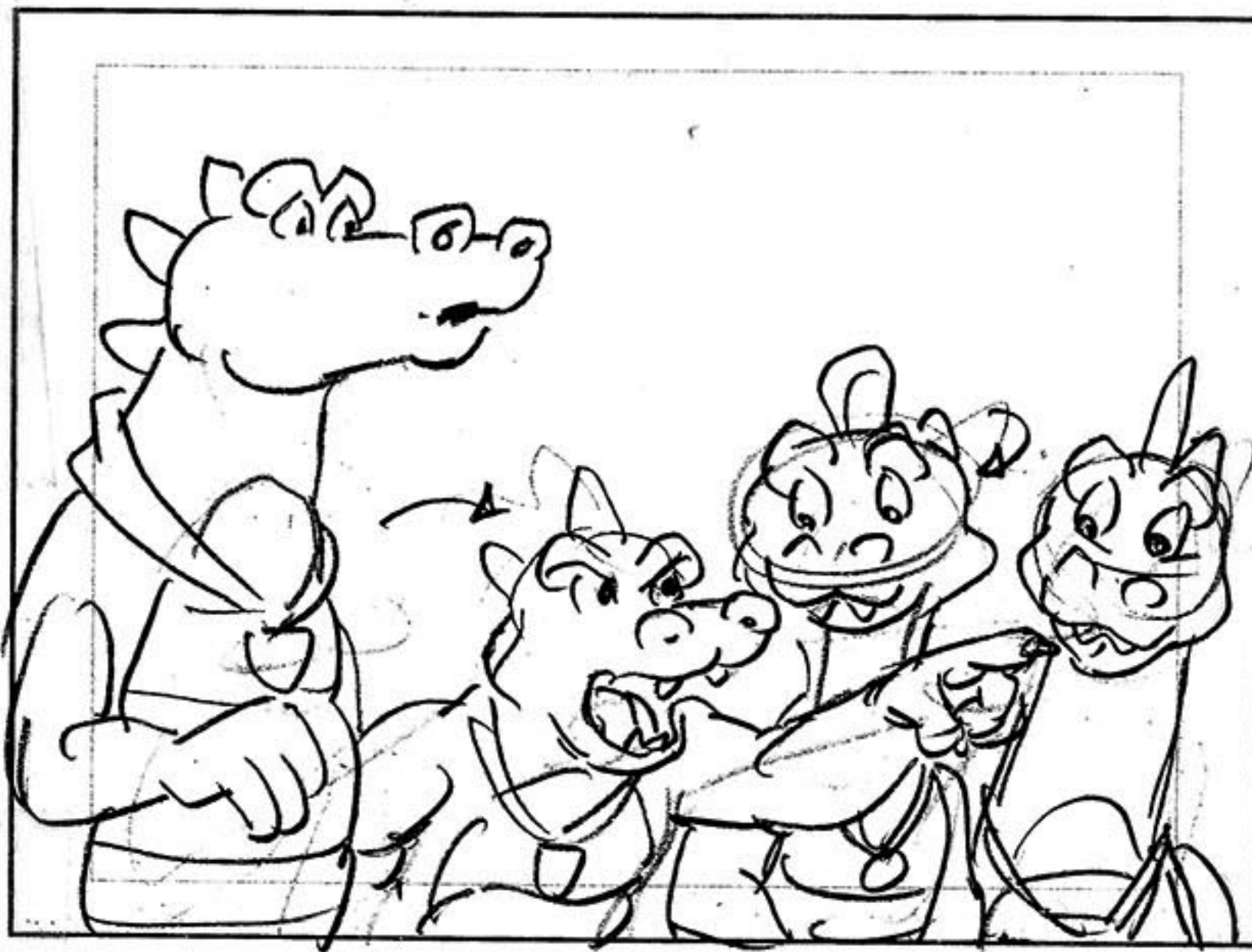


# DRAGGIN' OUR TAILS



/ THAT'S NOT RIGHT! /

A DOCUMENT OF OUR SPECIES



# LEGALITIES

AS THE RECIPIENT OF THIS TOME, YOU ARE THE PRIVILEGED HOLDER OF SOMETHING THAT COULD THROW FECES INTO THE FACE OF A MULTI-BILLION DOLLAR BID FOR WORLD DOMINATION. SO BE SMART. BE CAREFUL. ABOVE ALL, BE THOUGHTFUL OF OTHER POTENTIAL LITIGANTS.

ANTHROPOLOGICALLY SPEAKING, THIS IS HOW THE HUMAN MIND REACTS WHEN BOMBARDED BY HAPPY, NURTURING, RELENTLESS WARMTH. THAT OMNIPRESENT DARK SIDE CAN'T HELP BUT ASSERT ITSELF.

COME AND PLAY WITH US...



# Advertising | Stuart Elliott

Thompson and Kirshenbaum Bond are forming units to focus on the entertainment industry.

**T**WO agencies are joining the growing chorus along Madison Avenue singing "That's Entertainment." At J. Walter Thompson New York, an executive from the William Morris Agency, Marina Hahn, is arriving in the new post of executive vice president for strategy and entertainment. And Kirshenbaum Bond & Partners in New York is forming a division to specialize in film, television and theatrical accounts. The division, named KBE, opens with assignments that have billings estimated at \$15 million to \$20 million.



Kirshenbaum Bond will help market the animated "Dragon Tales."

The moves are indicative of the increasing attempts by agencies to broaden their missions beyond traditional advertising and enter fields that are fresher and faster growing. The enormous opportunities presented by what Michael J. Wolf, in his new book, "The Entertainment Economy," calls "the E-factor" — the voracious appetite among Americans to be amused — are too potentially lucrative to ignore, particularly after Hollywood talent agencies have sought to muscle in on the tasks that agencies have long performed for marketers.

"Agencies can't just develop second TV spots anymore," said Bob Jeffrey, president at Thompson New York, part of the J. Walter Thompson unit of WPP Group P.L.C. "We have this big responsibility to form marketing partnerships with clients in more aggressive ways and grow brands with the total spectrum of communications," he said. "Entertainment is global, ubiquitous, contemporary and sets trends."

Ms. Hahn, 40, had been vice president and head of the East Coast corporate advisory group at the New York office of William Morris. She has also worked for the Sony Corporation of America, the Pepsi-Cola unit of DDB Worldwide in New York, a unit of Omnicom Group.

"It's all about using entertainment as a strategic tool," Ms. Hahn said, "combining the creativity and clout of the entertainment industry with the resources of corporate America and figuring out how to build brands in innovative ways."

And "it's more than creating the next sponsorship or product placement or hiring the next celebrity endorser," she added. "You have to think about the experiences, not just the brands." Among marketers praised by Ms. Hahn and Mr. Jeffrey were the Walt Disney Company; Nike and the NikeTown retail stores. Ms. Hahn will form and lead a group at Thompson New York that will combine what had been separate operations handling account planning and media planning with a new entertainment unit, which, like KBE, will seek clients in Hollywood, book publishing, music and theater. Another goal is to use entertainment expertise to sell the packaged goods of clients of Thompson New York and other Thompson offices.

At KBE, one initial assignment comes from a partnership between the Columbia Tristar Television Group, a division of Sony Pictures Entertainment, and Children's Television Workshop, the nonprofit company that developed "Sesame Street." KBE is working on projects for "Sesame Street" and will provide

"Wheelie?"





# ...a Land Apart...

Here are some  
neighborhoods in  
Dragon Land that  
we chose not to visit...



margarita



max.



Uncle Tio  
(became Quetzal)





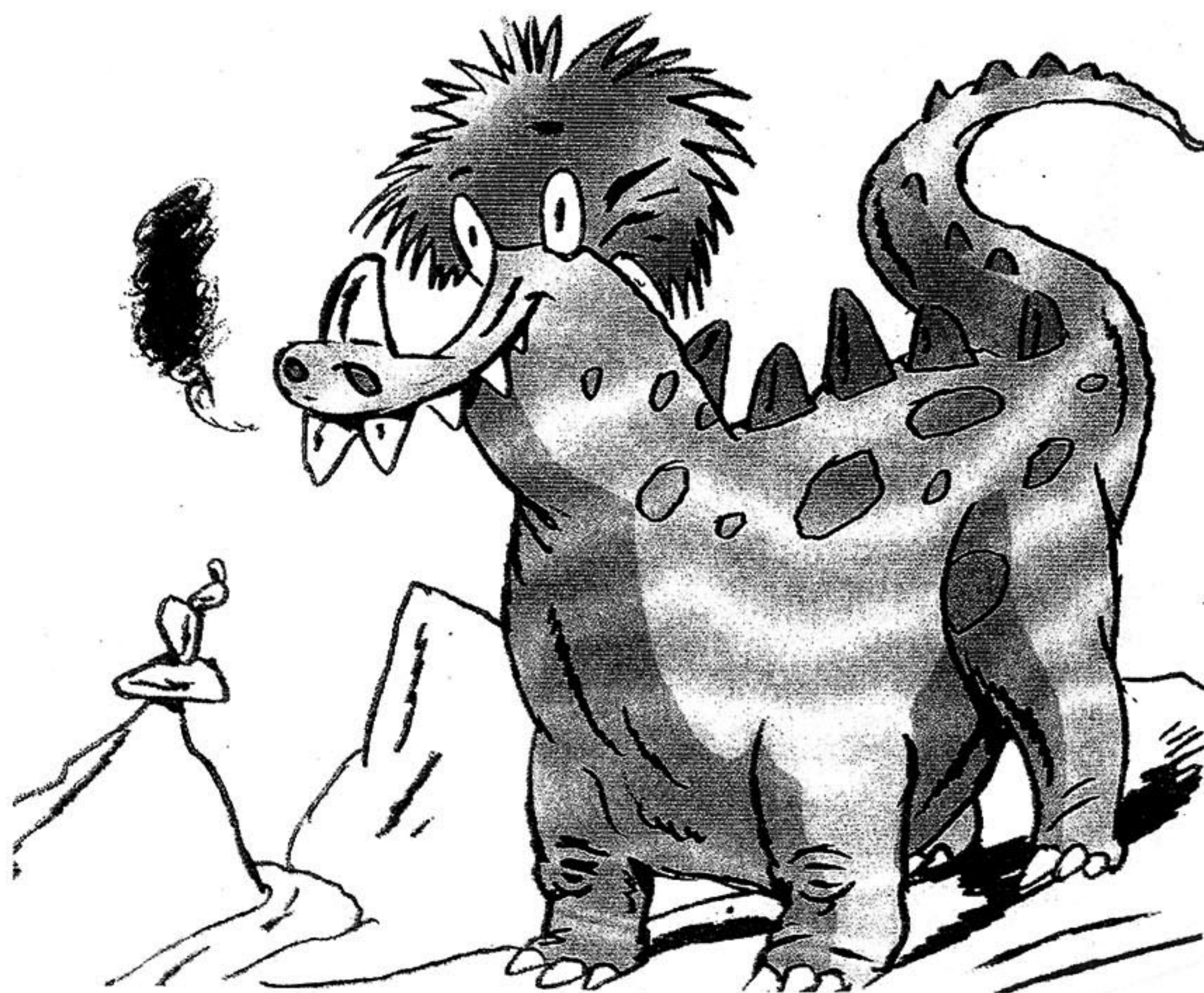
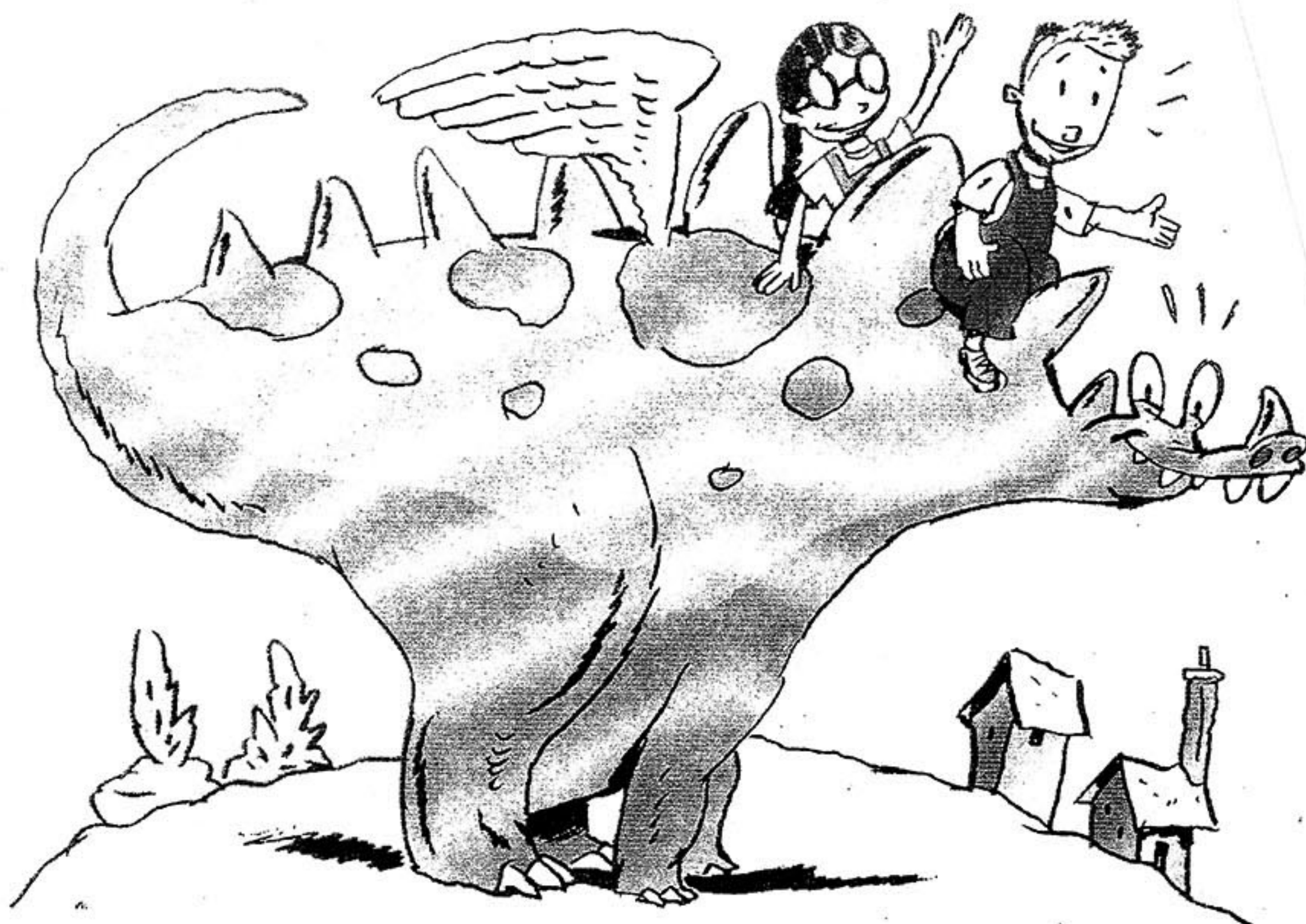
MARGARITA



MAX













UNCLE  
(HAS TO BE MODIFIED)







MARGARITA



MAX



CASSIE



ORD





Snarf & Wheezie



Ambrose



Uncle Tio



Cassie



Ord



Max



Margarita







# THE MANY FACES PHASES OF MOLLY MAGGIE MARGARITA (EMMY)







NEW GUY - BALLADÈRE

???



## DRACO

Trouble with a capital "D." A young dragon bully who goes to school with our group, Draco thinks he's perfect. He's smaller than Ord but bigger than the others and makes sure they know it. He's roughly the same age as Ord.

Tempestuous, boastful, and mean, Draco laughs at our dragons' mistakes and scoffs at their ambitions. They'll never become Keepers of anything, he snorts. Why they even need humans to help them. What losers.

The tyrannical dragon thinks humans are inferior to dragons. They can't even fly or breathe fire. What good are they? But if truth be told, Draco is really jealous of our dragons and their friendships. His provocations mask his desire to have friends - including human ones.





JAN 28 1999

"MR. POP"  
RODECKER '99



THIS SECTION RATED

G

GENERALLY OKAY  
FOR VIEWING BY  
NORMAL HUMANS,  
WHATEVER THAT MEANS.

KEEP ON  
DRAGON,  
BABY!





AROUND THE ROOM  
THE DRAGONS FLE-E-EW...  
BUT EMMY AN'  
MAH MAN MAX...

EMMY AN'  
MAX, THEY  
KNEW  
WHAT TO  
DO...

SO COME  
ALONG, CHIL'REN...  
TAKE MAH  
HA-A-AND...

AN' LET'S  
ALL  
GO TO  
DRAGON  
LA-A-AND...

DIG  
IT!

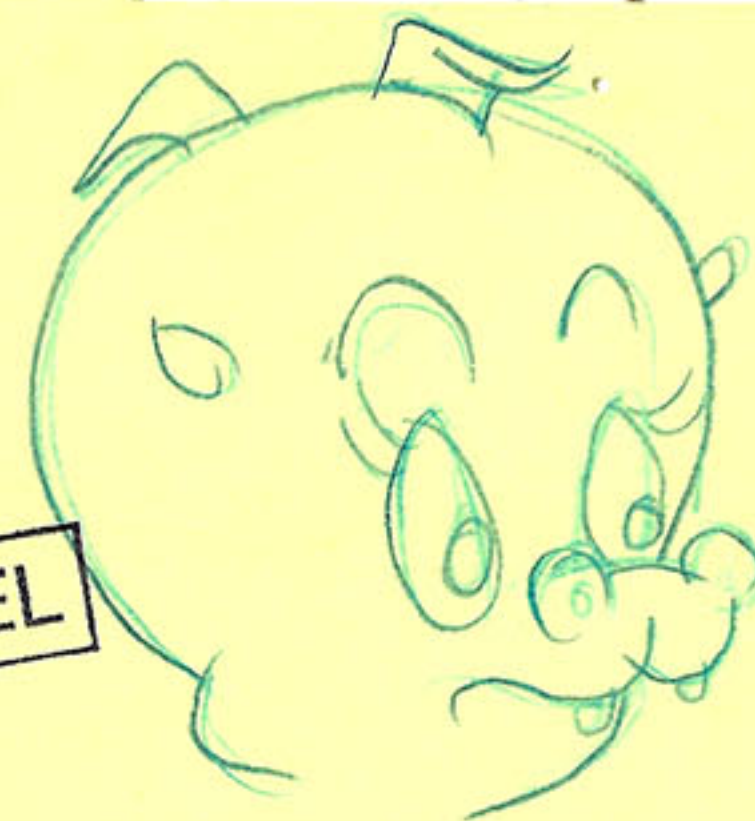
DIG  
IT!

CRAZY,  
BABY!

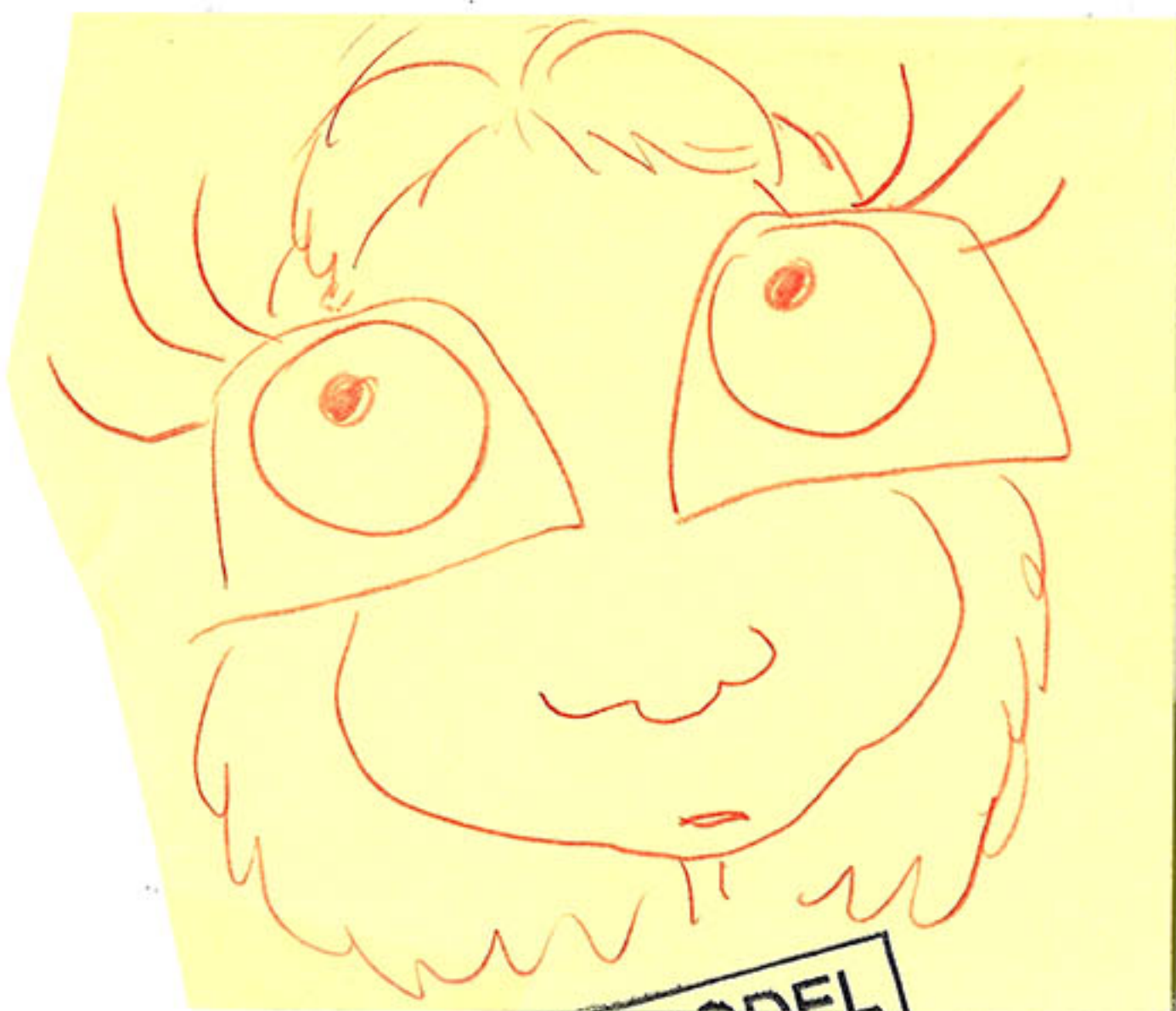
DIG  
IT!

Tim 8/99



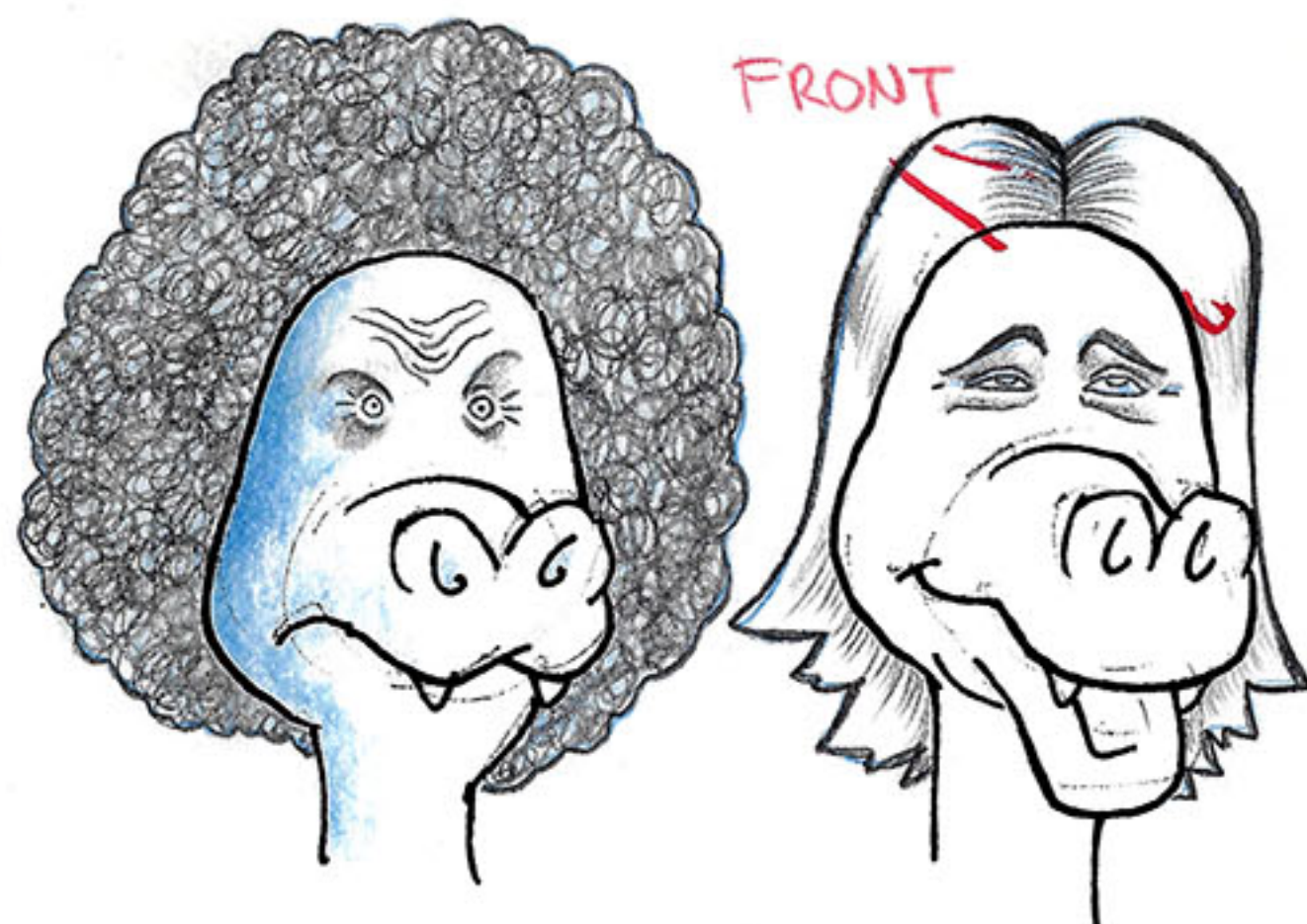






OFF MODEL

OFF MODEL



Heads should taper outward - cheeks are wider than top of skull

Always section the arms so they do not look like flabby sacks





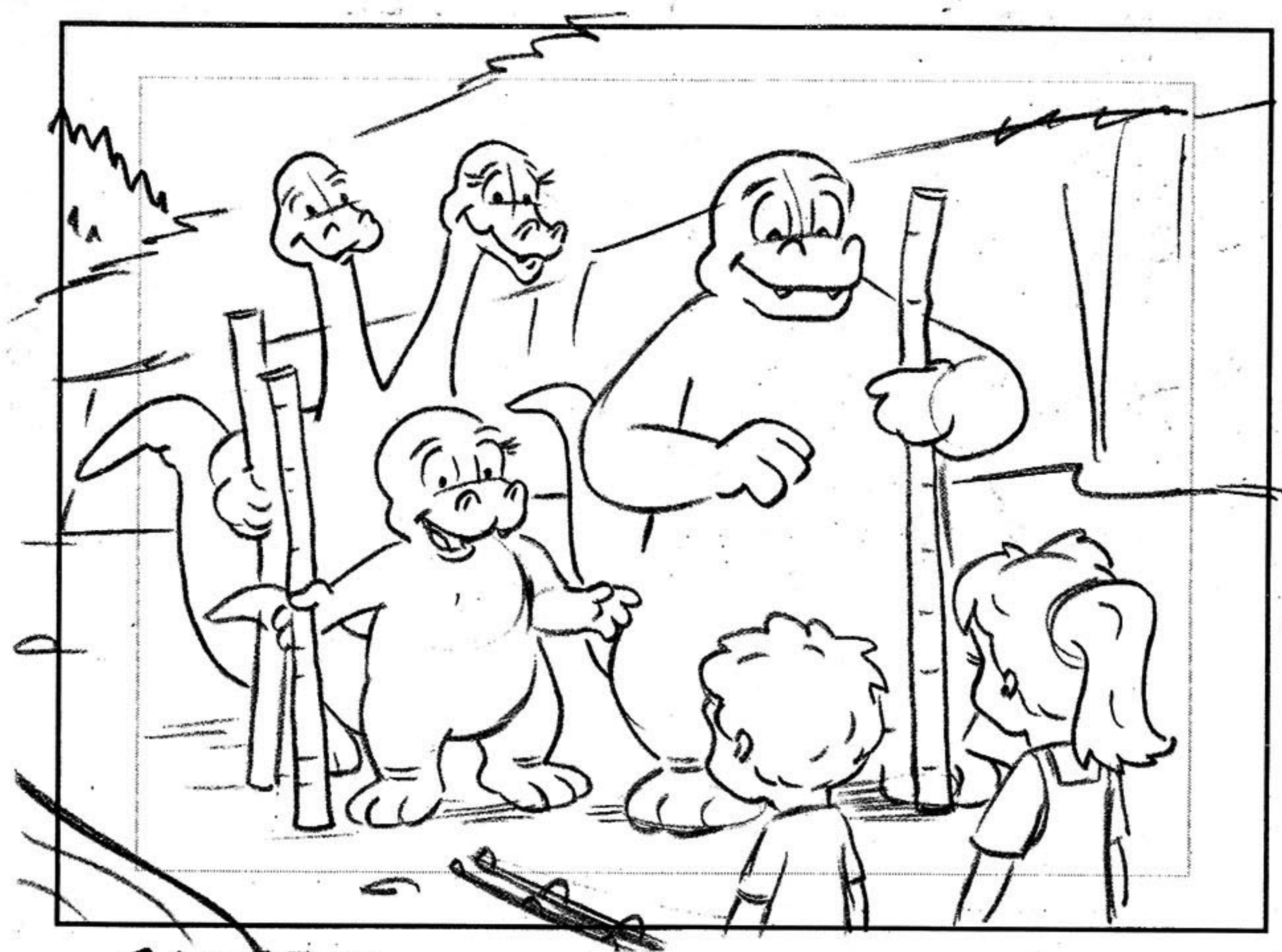






REJECTED  
T-SHIRT DESIGN  
(what gives??)





MAX + EMMY VISIT THE DRAGON MAKE-A  
WISH FOUNDATION'S OUTING





Peeeeeeew  
ORD!  
shut your hord!





HORDICULTURE





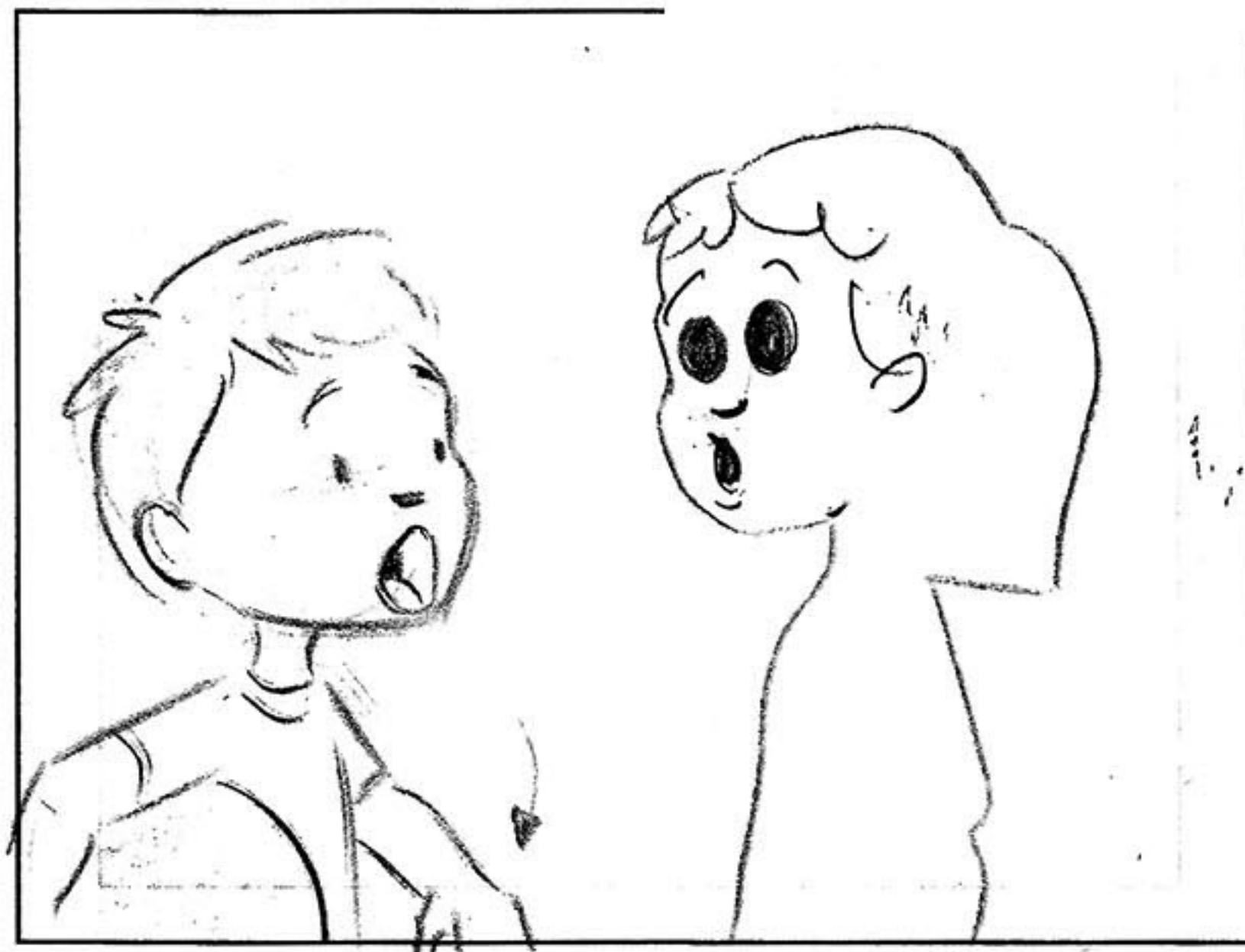
MAX IS TIRED OF EMMY'S  
MARX BROS. FIXATION.

EMMY

WANNA BUY A DUCK?

SC	PNL
217	3

surprised  
expression  
on Emmy



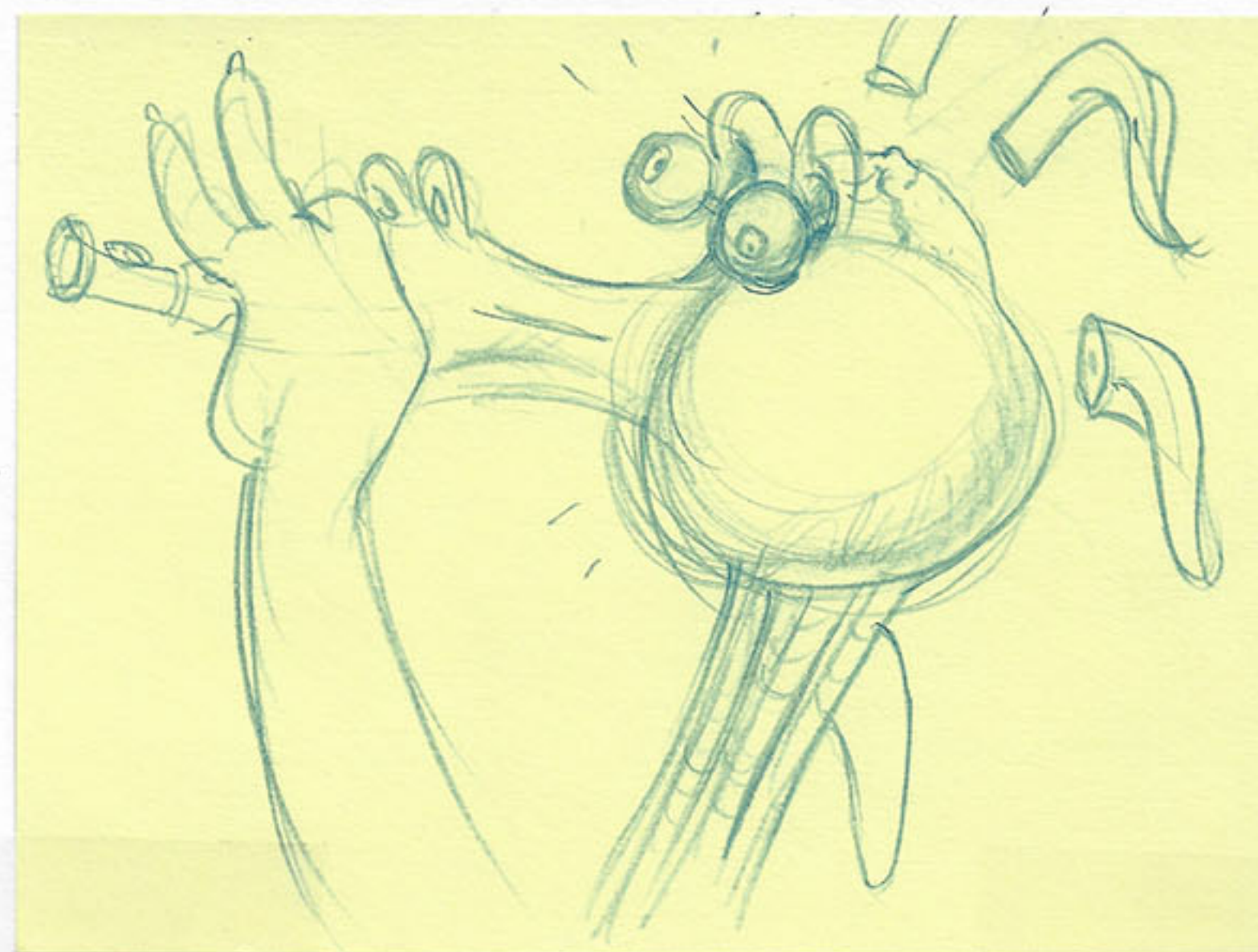
ACTION MAX LOWERS HAND  
TO HICCUP &  
(EMMY "TAKES" IN SURPRISE)

DIAL MAX (CONT): HICCUP —

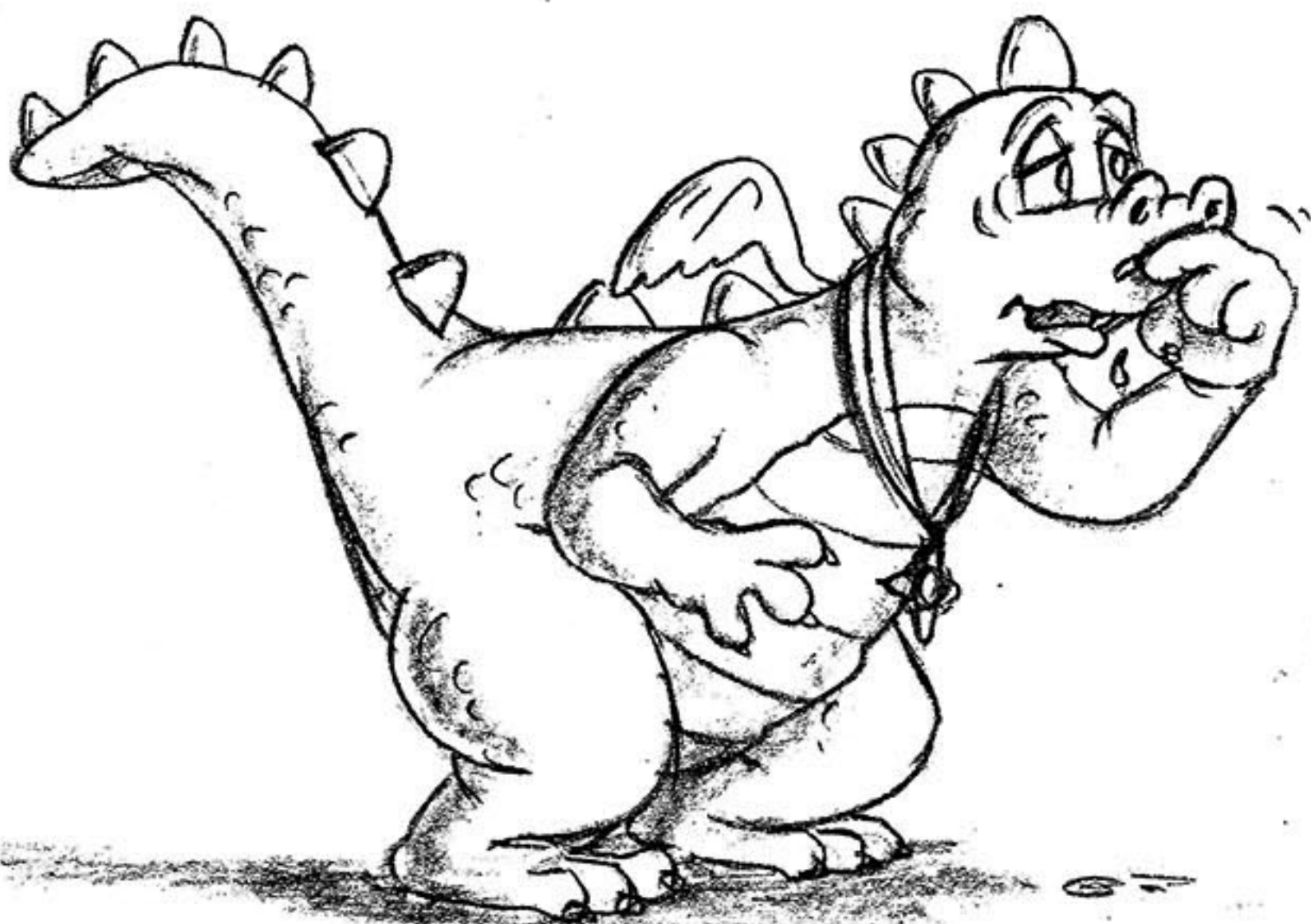




IM TIRED, ORD... VERY, VERY TIRED!





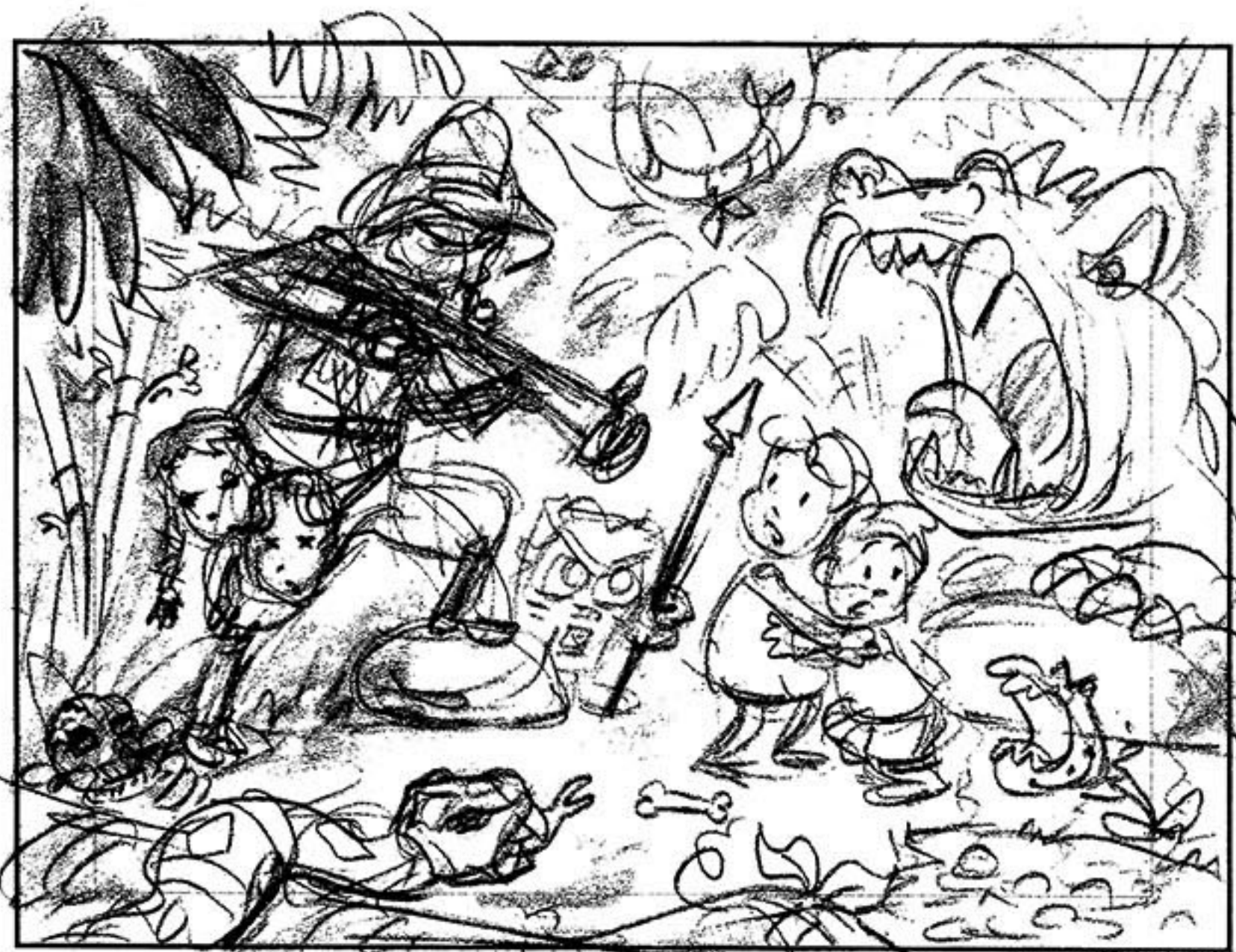


"GESUNDHEIT."



PG

SC	PNL
----	-----



EMMY: UH, MAX... I DON'T THINK  
WE'RE IN DRAGONLAND ANYMORE.





PROD #	ACT
--------	-----

PG 64

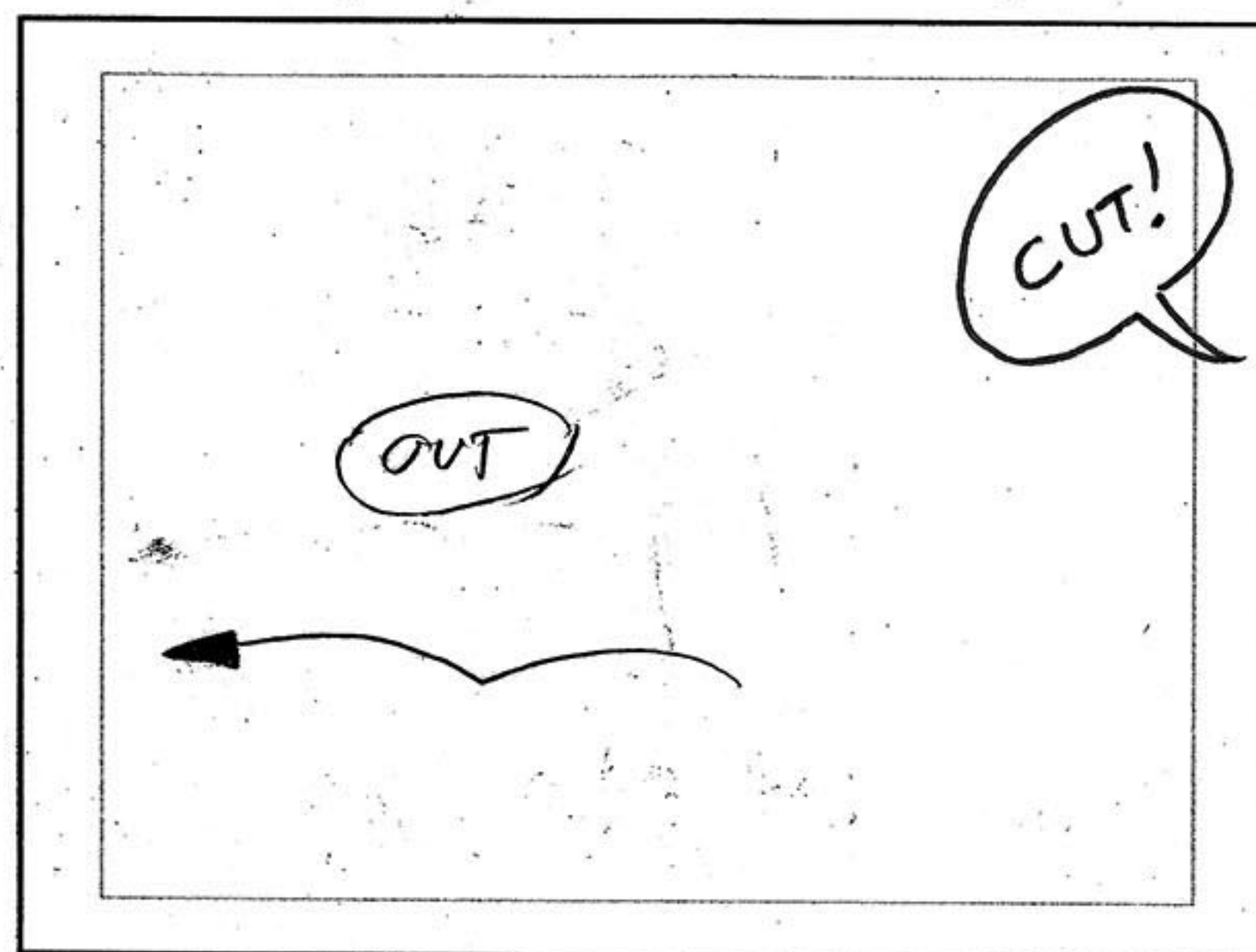
SC 117	PNL 1
--------	-------

REVERSE PG SC # 56



W IS STUNNED

SC 117	PNL 2
--------	-------



THE KIDS + DRAGONS RUN OS

WHEEZIE  
Quick! Get him!





STAPPING  
JAMES MASON  
AS CASSIE

ROBERT  
BLAKE  
AS MAX



JOHN  
VERNON  
AS EMMY



AND J.T. WALSH  
AS ORD



PG 6

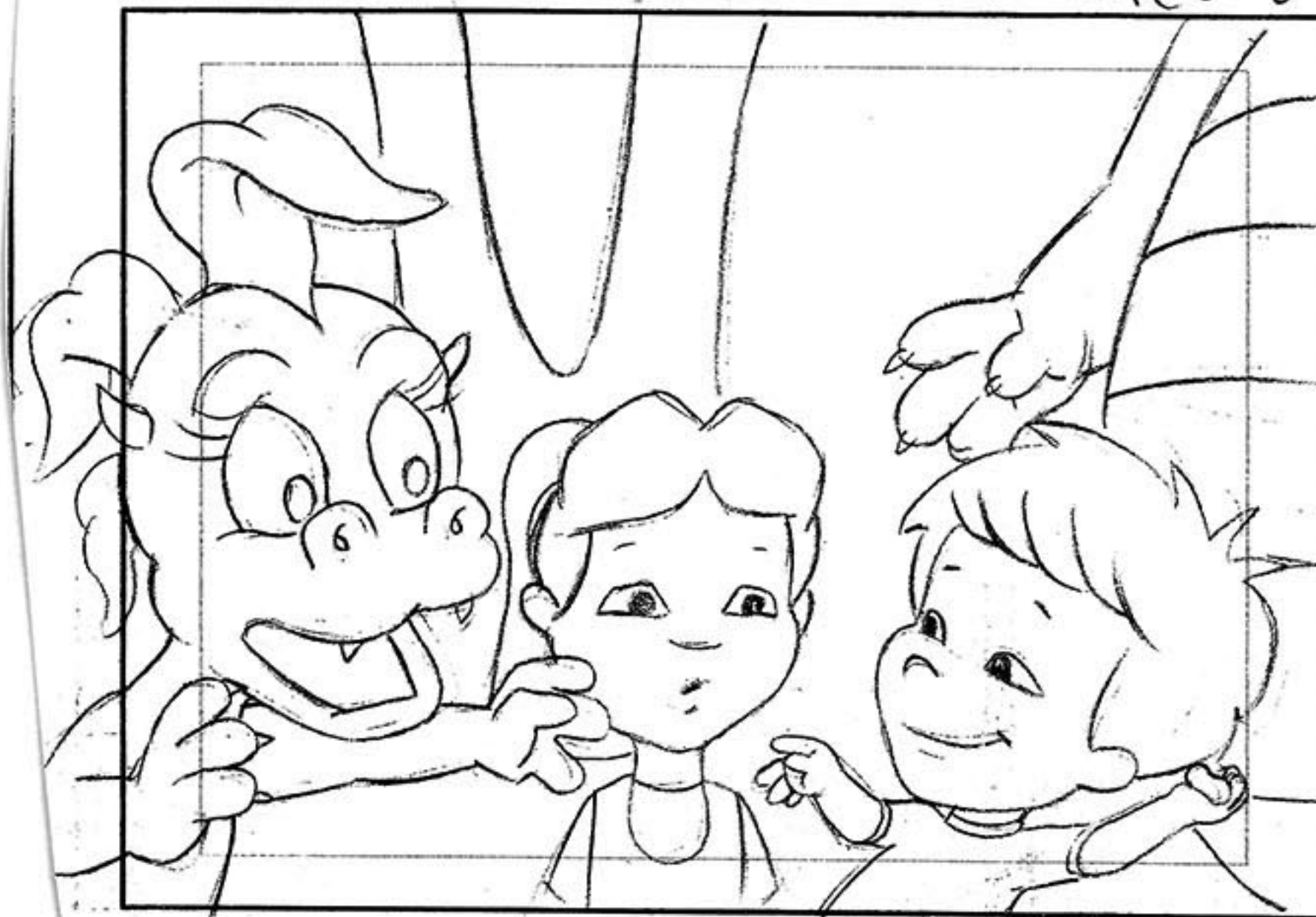
SC	8	PNL	1
----	---	-----	---



MAX & SQUIRREL HAVE A MOMENT.

SC	114	PNL	1
----	-----	-----	---

REUSE DO SC 69 (wider)



CASSIE AND MAX REACH  
FOR EMILY'S THROAT...

---

CASSIE AND MAX DANCE  
THE "LINDY"

---

MAX ANTICS TO THROW  
AWAY CASSIE'S DIET PILL.



# Dragon Tales

©1998 ADELAIDE PRODUCTIONS INC.

EPISODE: **DT100-MAIN MODELS**

Date: 1/27/99

CATEGORY:

1. MAIN CHARACTER

INT/EXT

DAY/NITE

SCENE NO

SERIAL #

DT100-100-01



GROUP

SAME AS

SIZE COMP

①



PROD # 121 ACT A

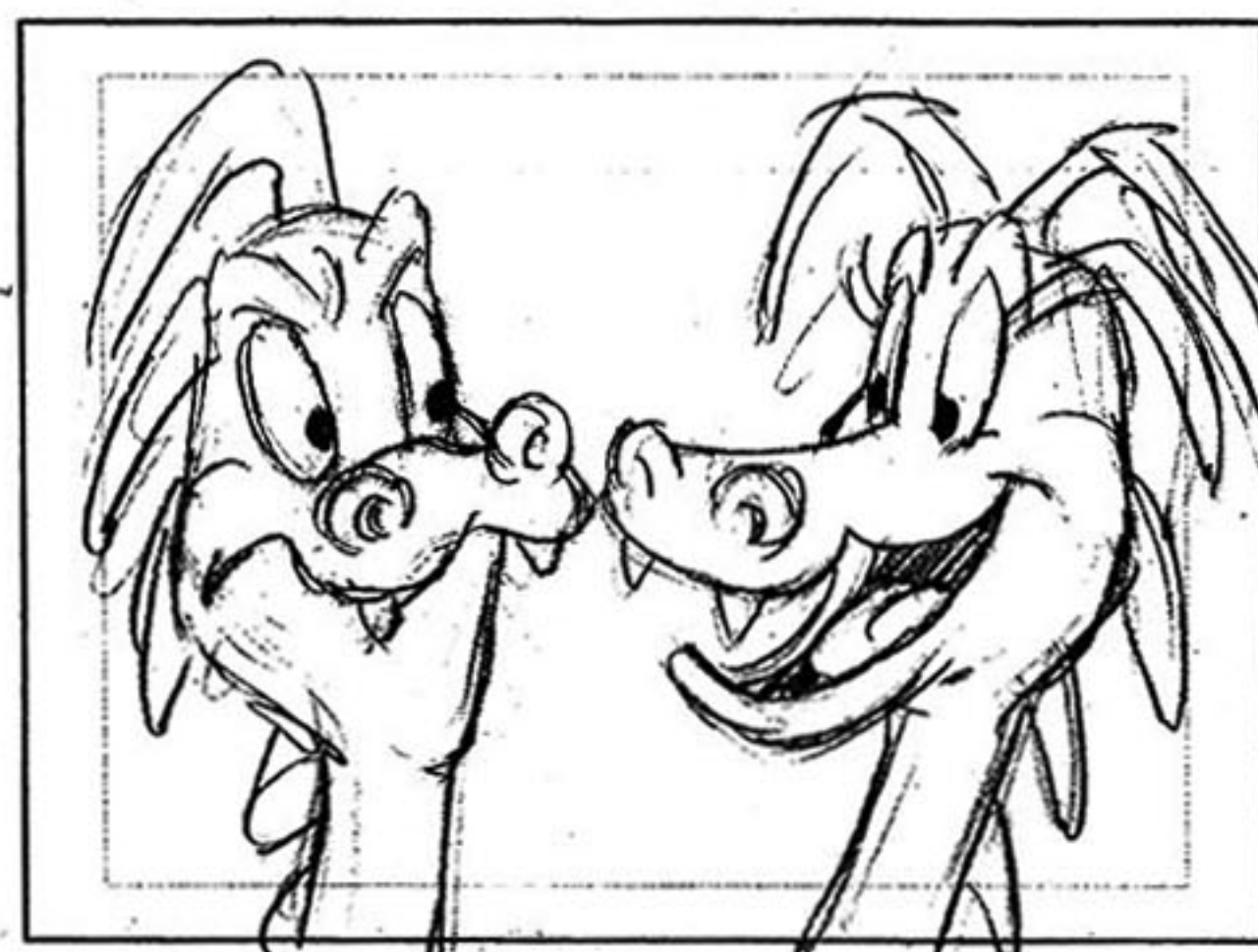
PG 126

SC 170 PNL 1

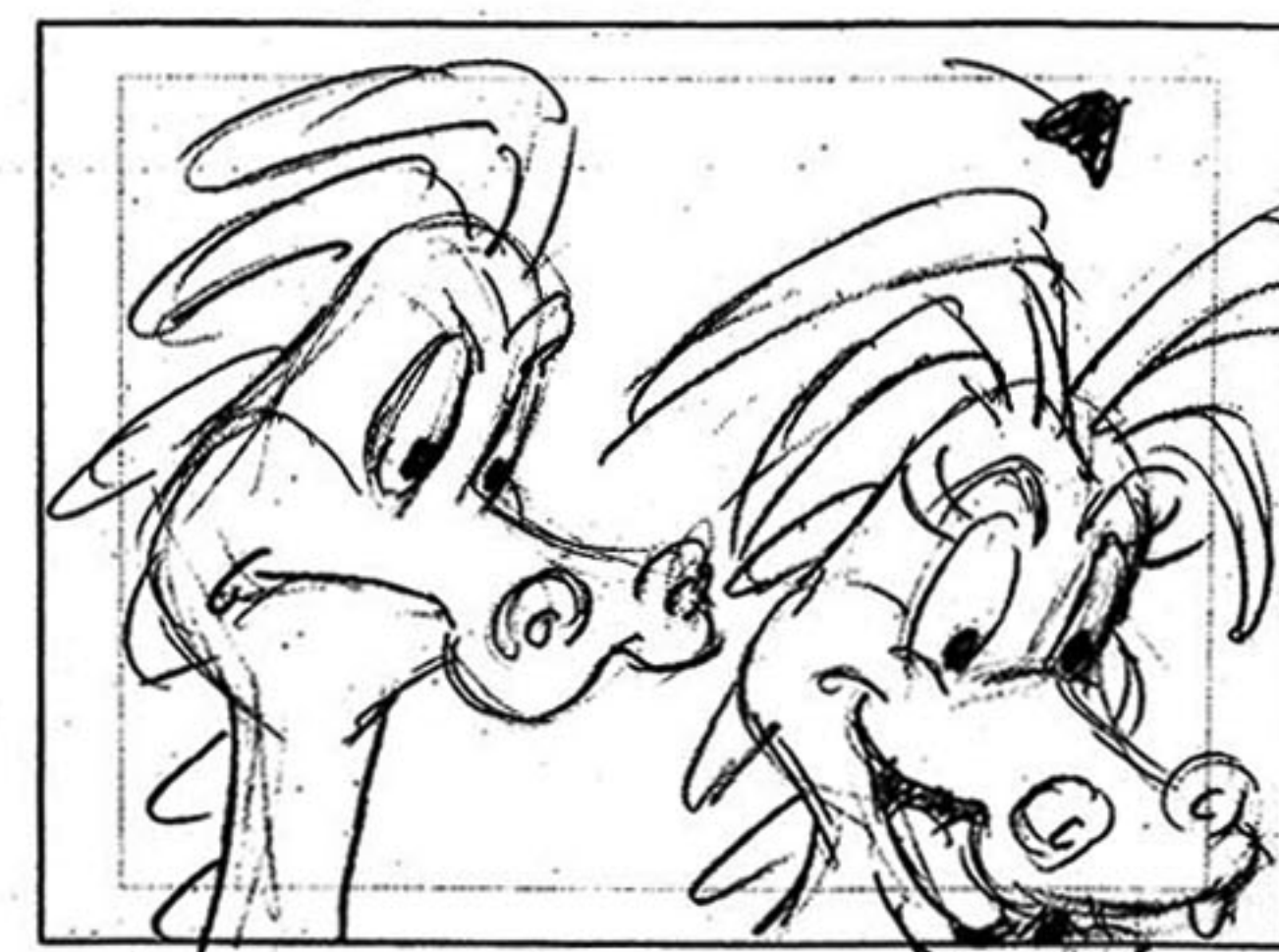
(EG SK-6)



SC 170 PNL 2



SC 170 PNL 3



ACTION ZAK LOOKS ON WITH DISGUST AS WHEEZIE'S INSANITY INCREASES — — —

WHEEZIE SEES (OS) GUM ON SIDEWALK.

DIAL WHEEZIE :  
BA-BA BIDDY BA BOO — — —

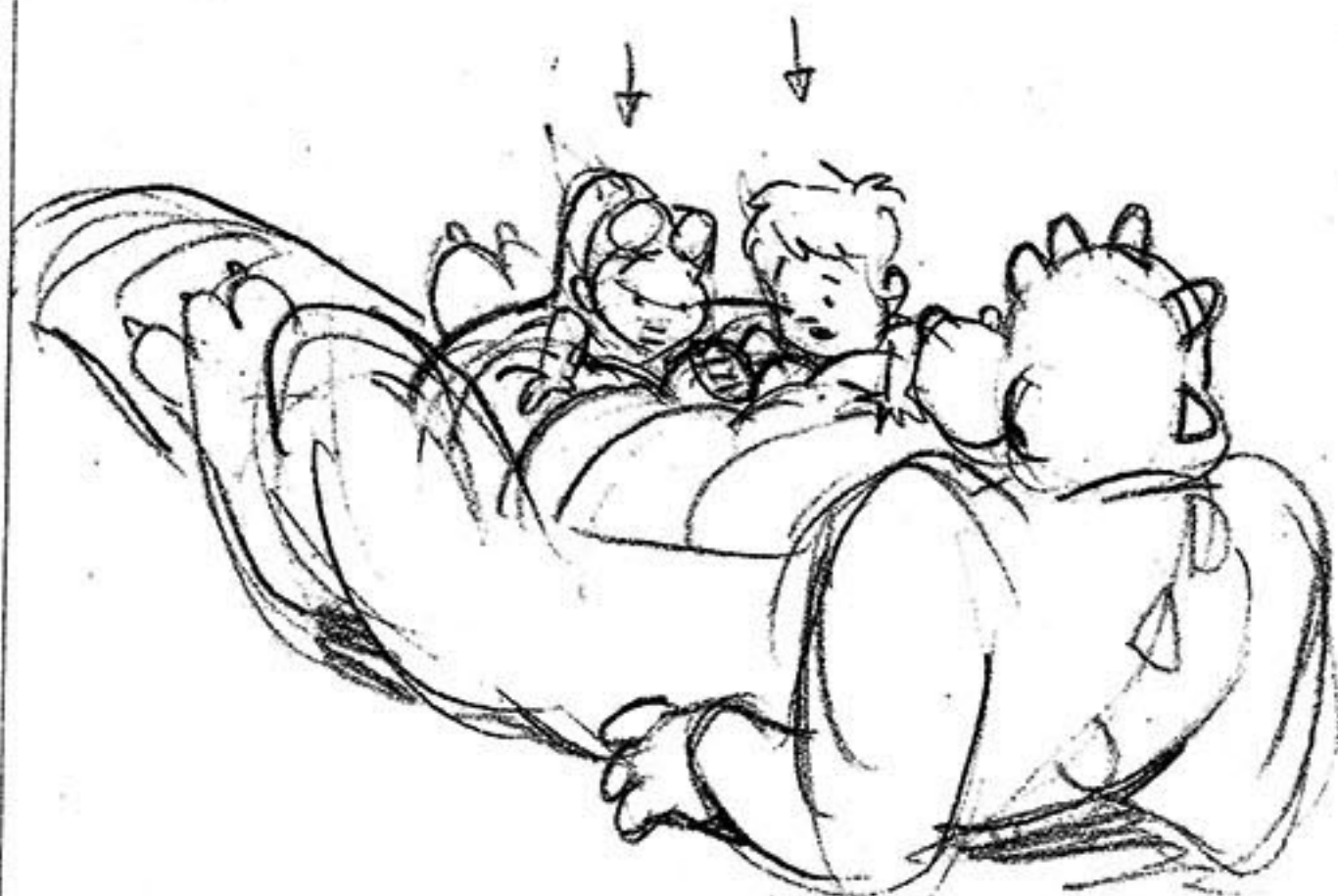
... WAKKA-WAKKA POO-POO-  
WOW-WOW — — —

— — — GUMMA-GUMMA GLOBBA GOO!

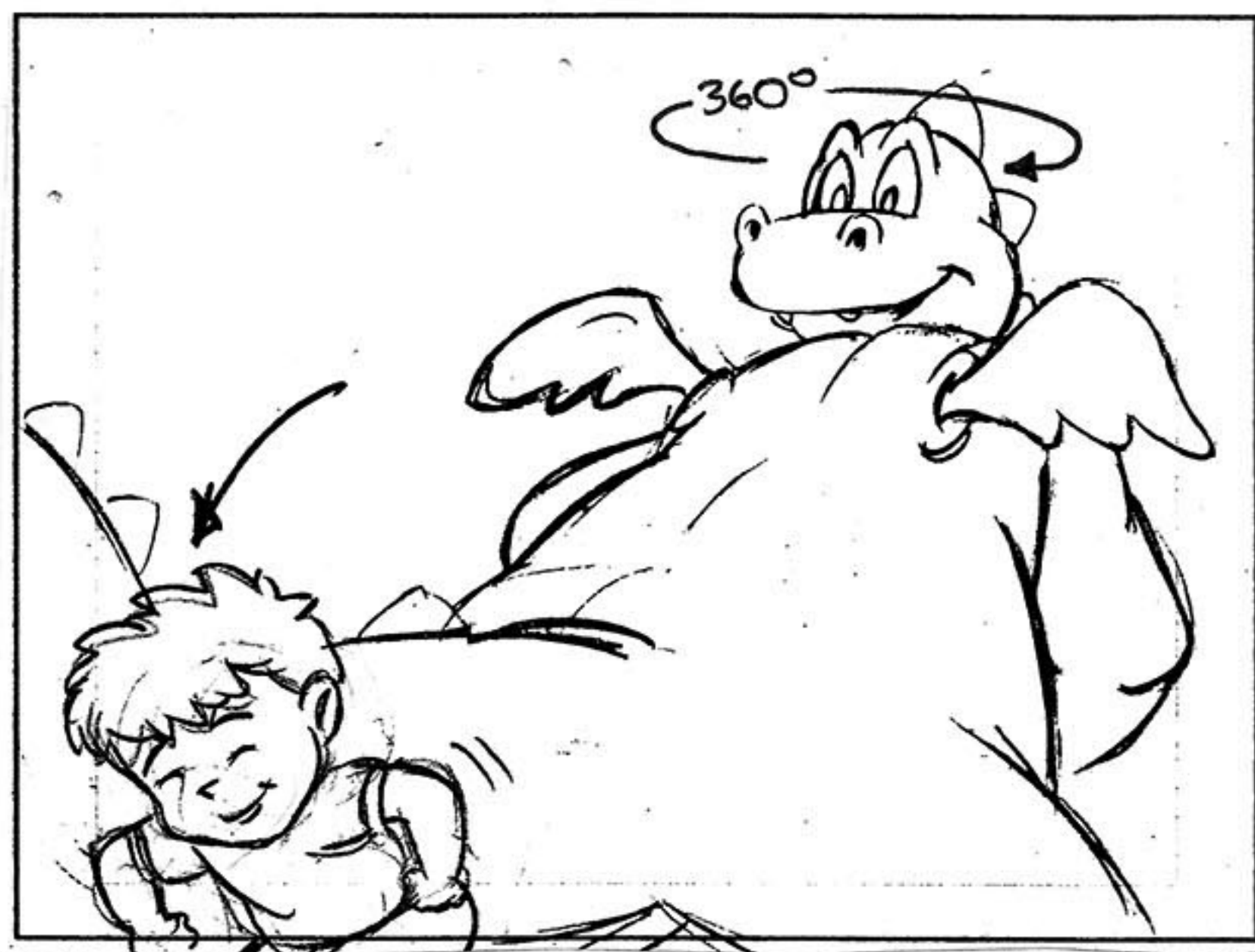
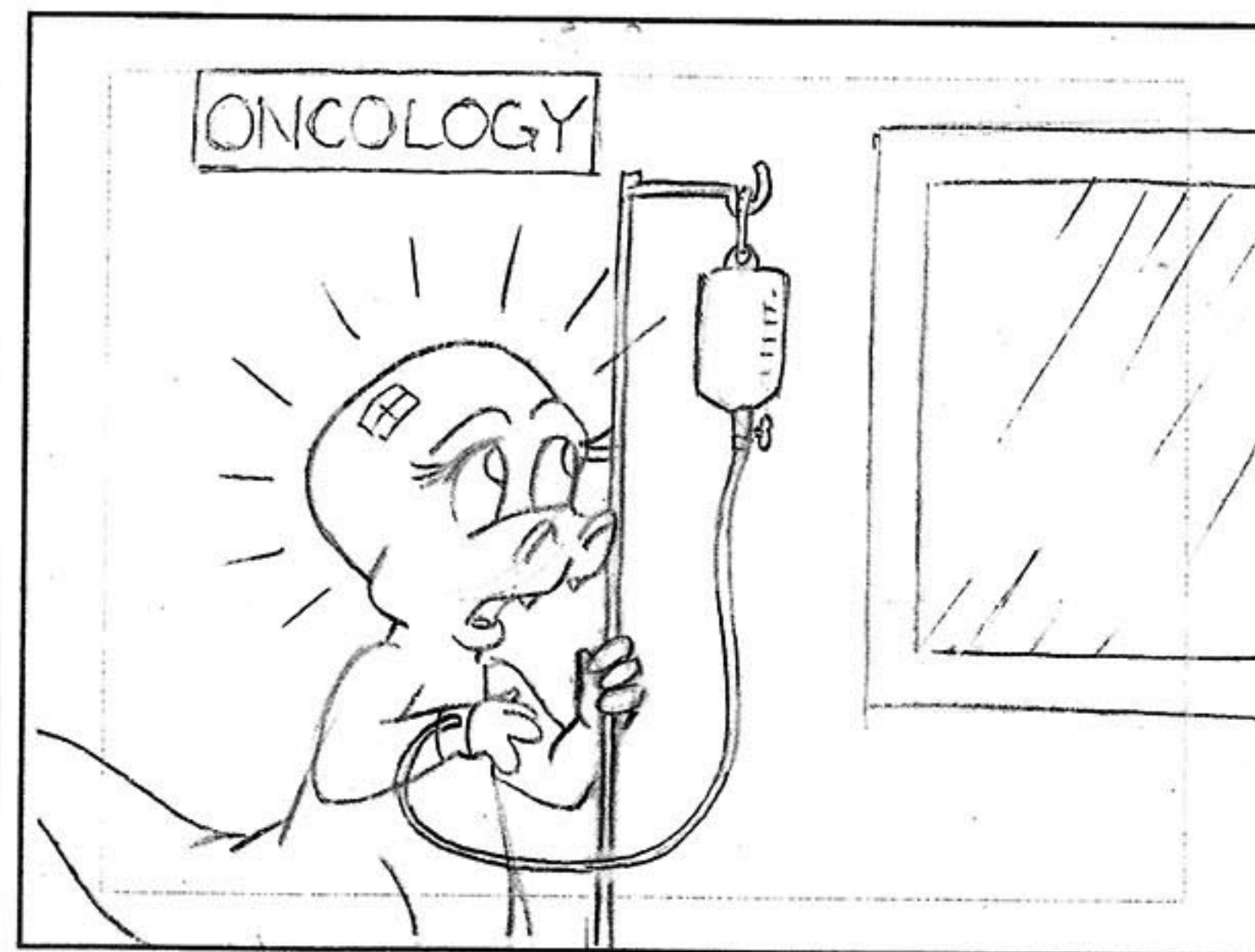
TIMING

NO  
"Phyllis  
Diller"





ACTION: M&E GET SWALLOWED BY ORD'S BLUBBER  
 DIABOGUE: EMMY: A FEW SIT UPS WOULDN'T HURT, ORD!

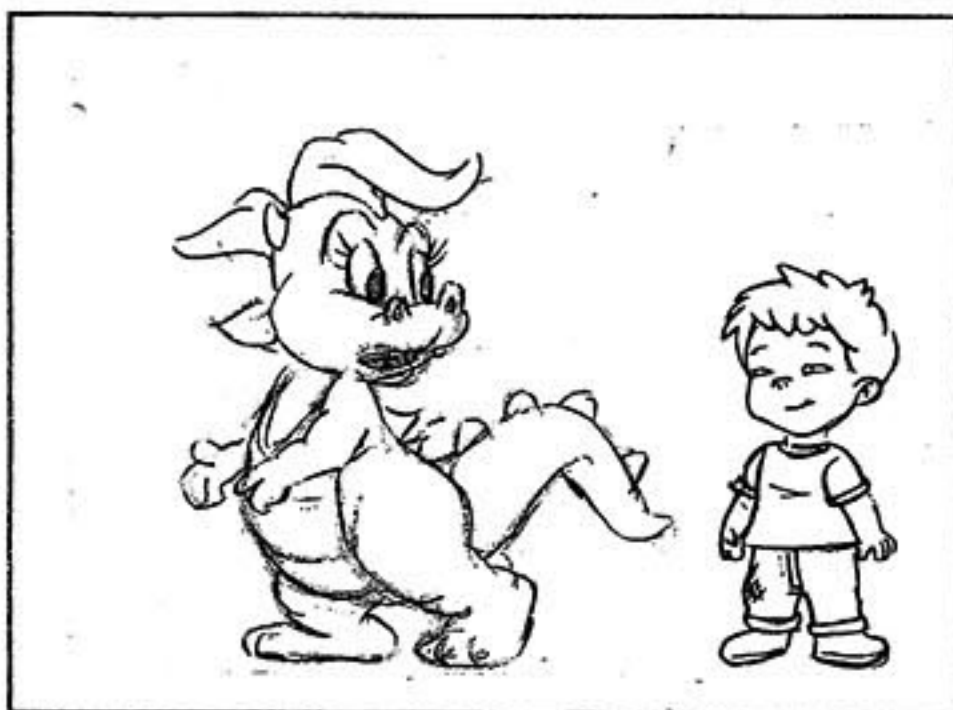




SCENE FROM :-  
"BAZOOKA MAX"

PROD # 123 ACT A

SC 63 PNL 2



ACTION CASSIE STOPS.

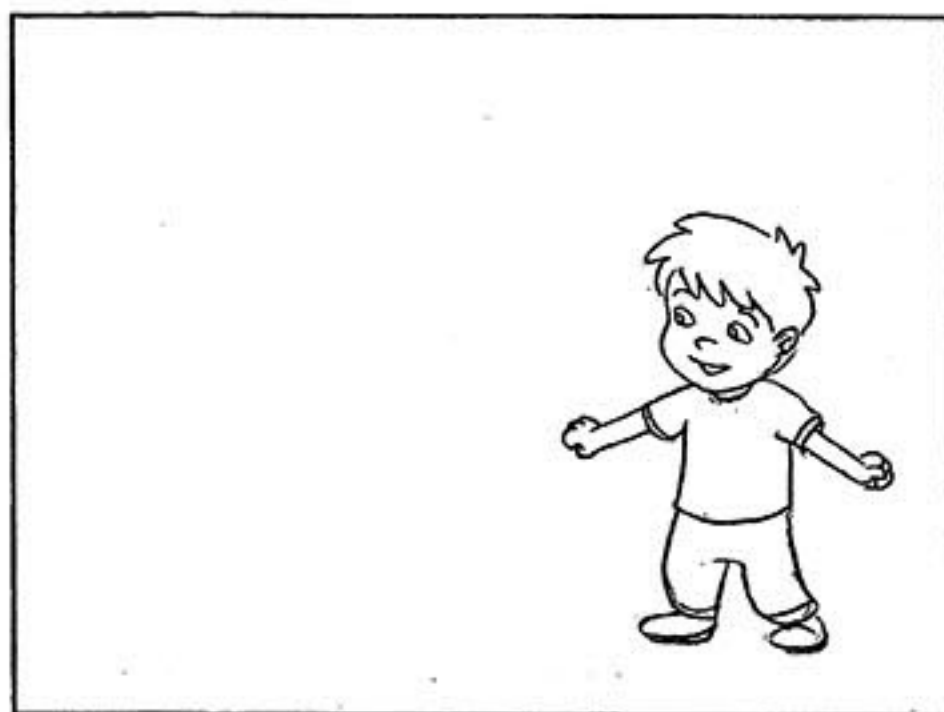
DIAL

CASSIE:

--- AND THE FARMER SAID TO  
THE TRAVELING SALESMAN,  
"MY DAUGHTER'S NAME IS BOSSIE."

TIMING

SC 63 PNL 3



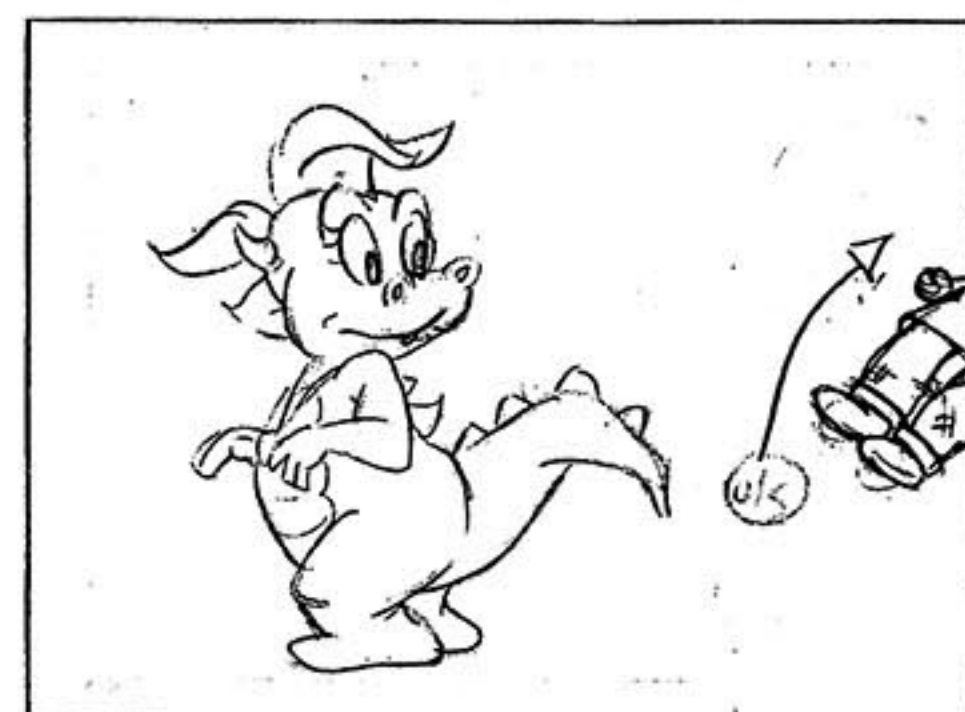
MAX  
HA, HA HA, ---

SC 63 PNL 4



--- OH, GOD ---

SC 63 PNL 5



MAX (O/S) →  
CASSIE'S "ZINGER" WAS  
TOO MUCH FOR MAX - FLIES  
(O/S) OUT OF PANEL.

DIAL

MAX (CONT.)

--- GAAH!

TIMING





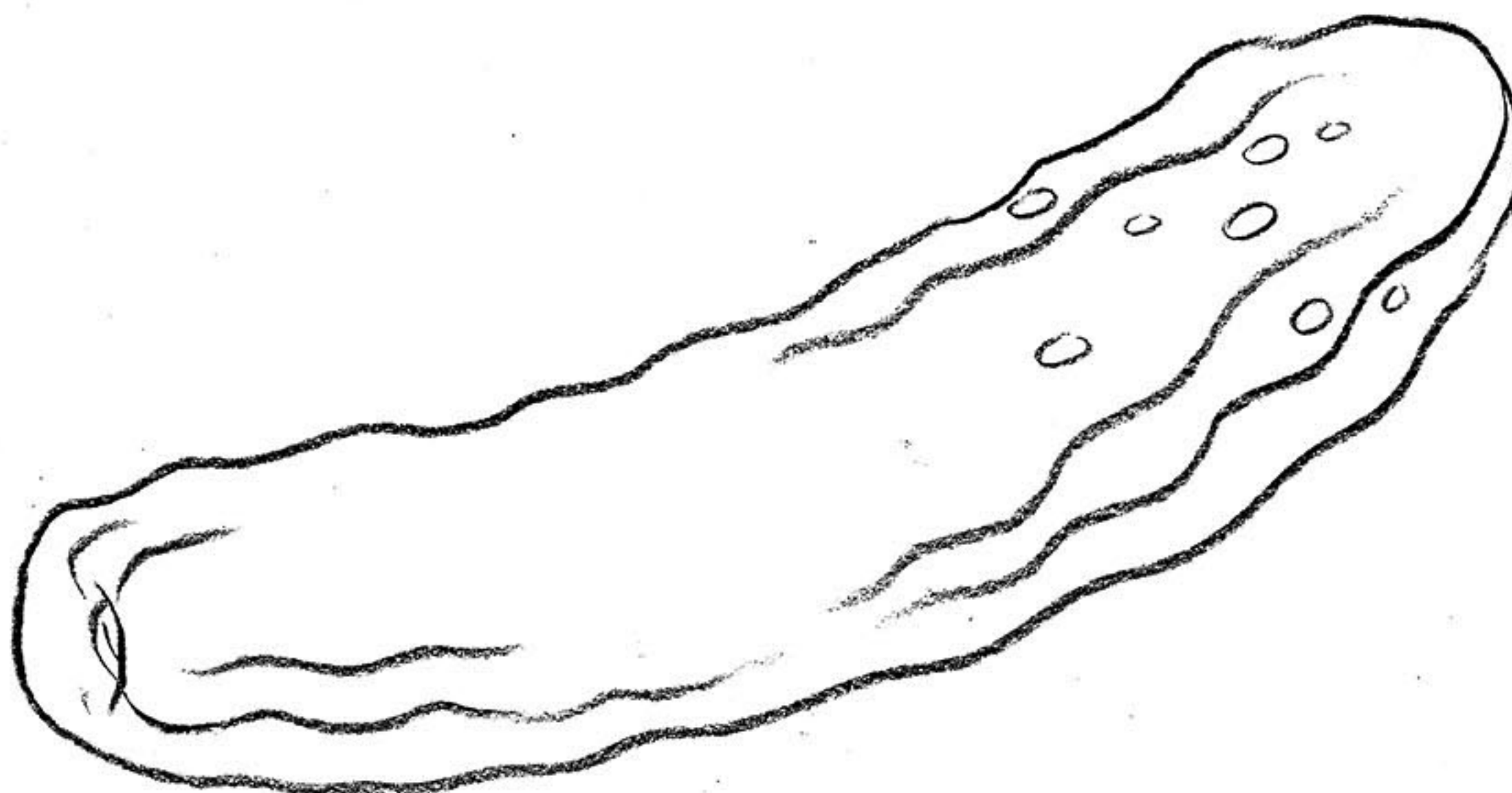
MAX CRIED W/SLINE

119A

K

DEC 28 1998





DEC 28 1998

PICKLE.  
119-B

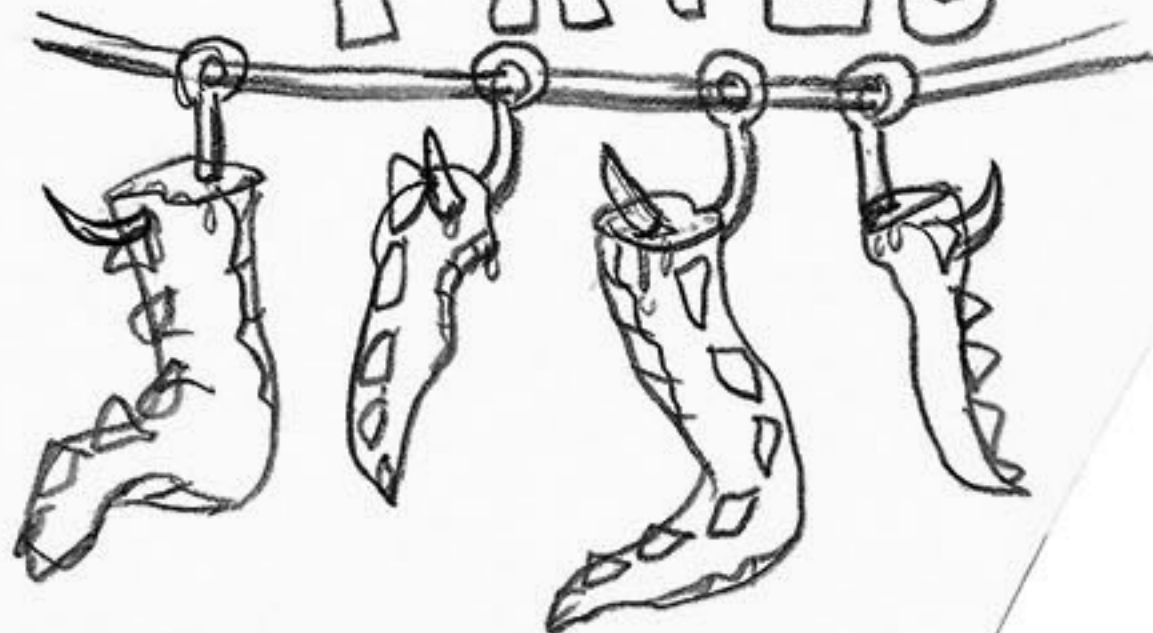


THIS SECTION RATED

PG

PRETTY GOOD FOR  
A LAUGH, BUT CHECK  
IT OUT BEFORE YOU  
SHARE WITH THE KIDS.

DRAGON  
TAILS



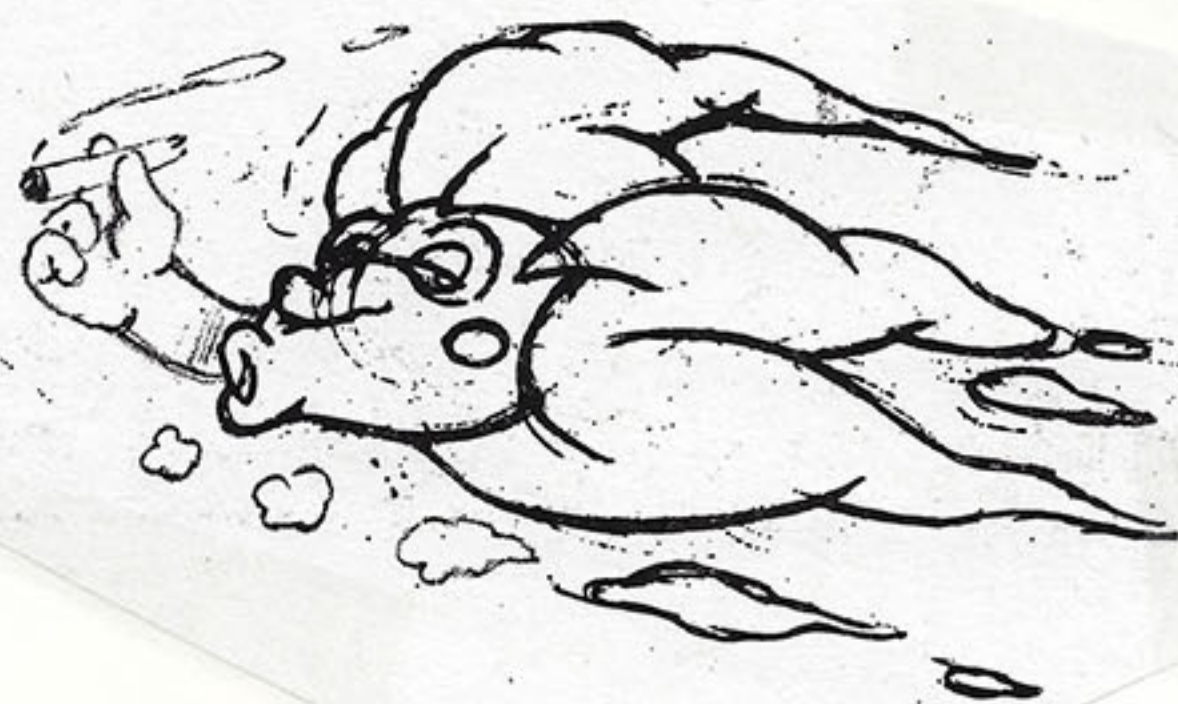








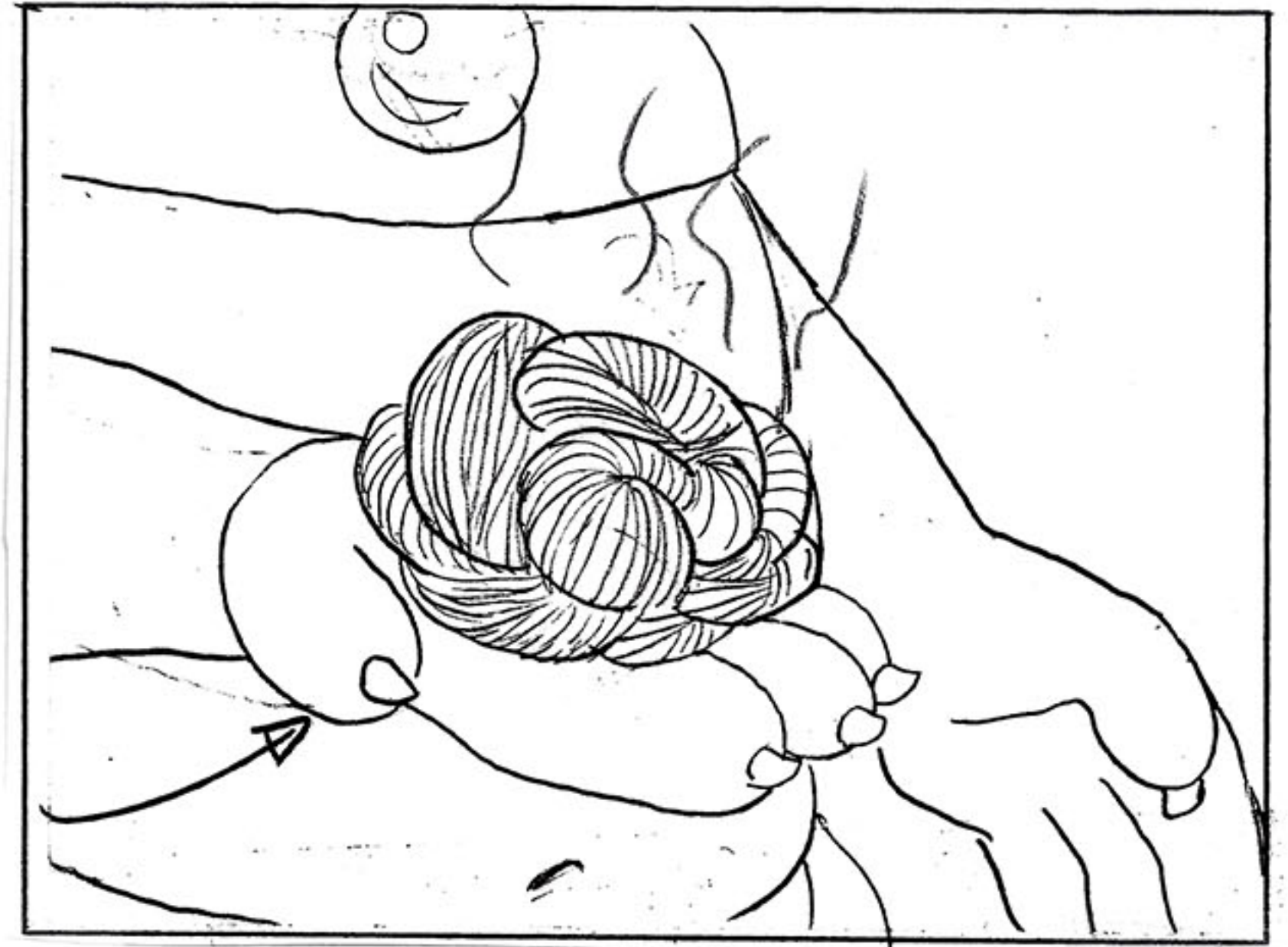
"IREE"  
THE SMOKING  
CLOUD MAN





123-2

ARLO, EMMY + MAX "TAKE"  
VIGOROUSLY



MAX + EMMY "TAKE" ON O.S. DUMPSTER





SC	68	PNL	1
----	----	-----	---

w/o SC 64  
(PG-18)



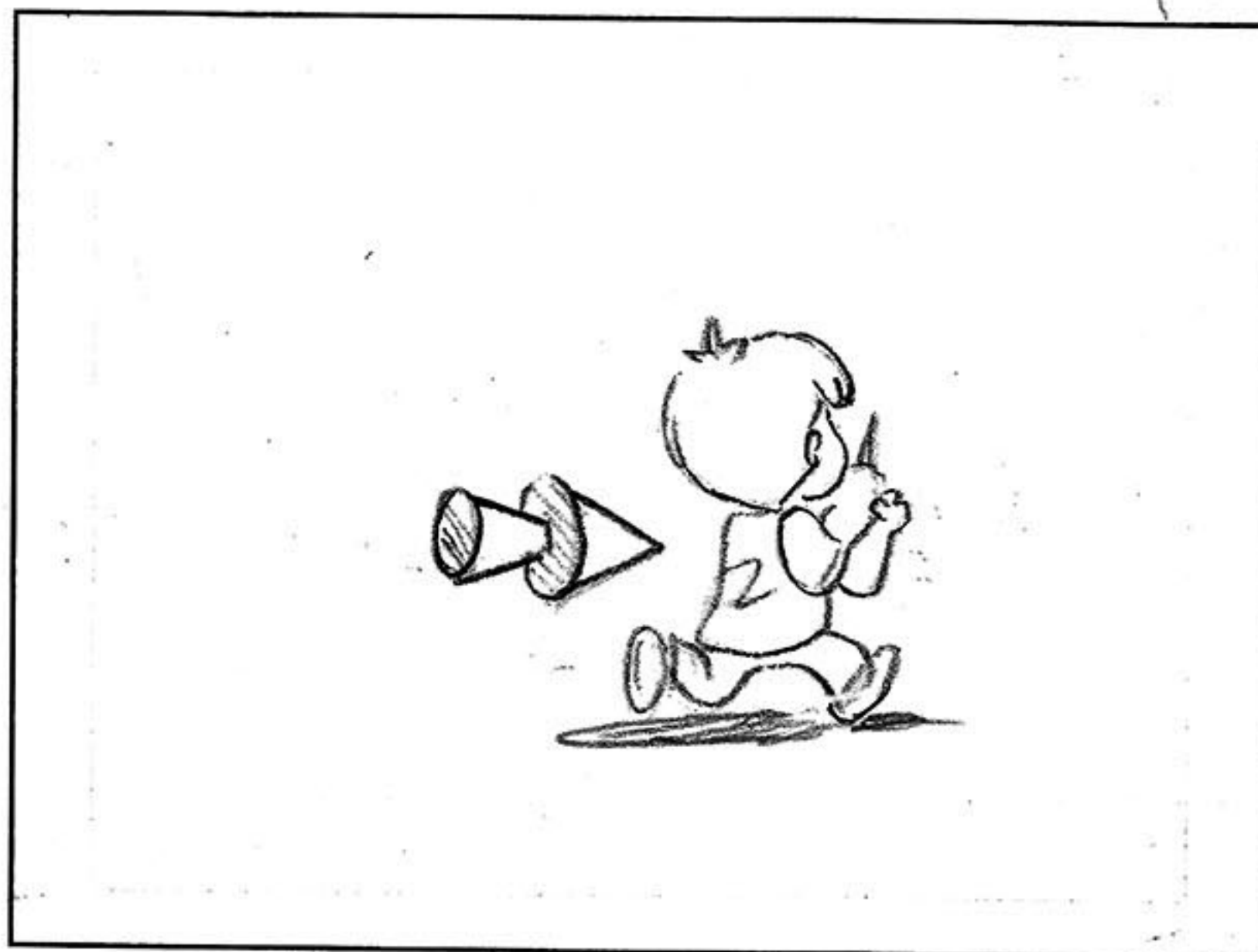
ON QUETZAL, HOLDING BLOWGUN.

QUETZAL

YOU CANNOT OUTRUN MAGIC  
DEATH ARROW, MAX.

SC	69	PNL	1
----	----	-----	---

(CL + BG)

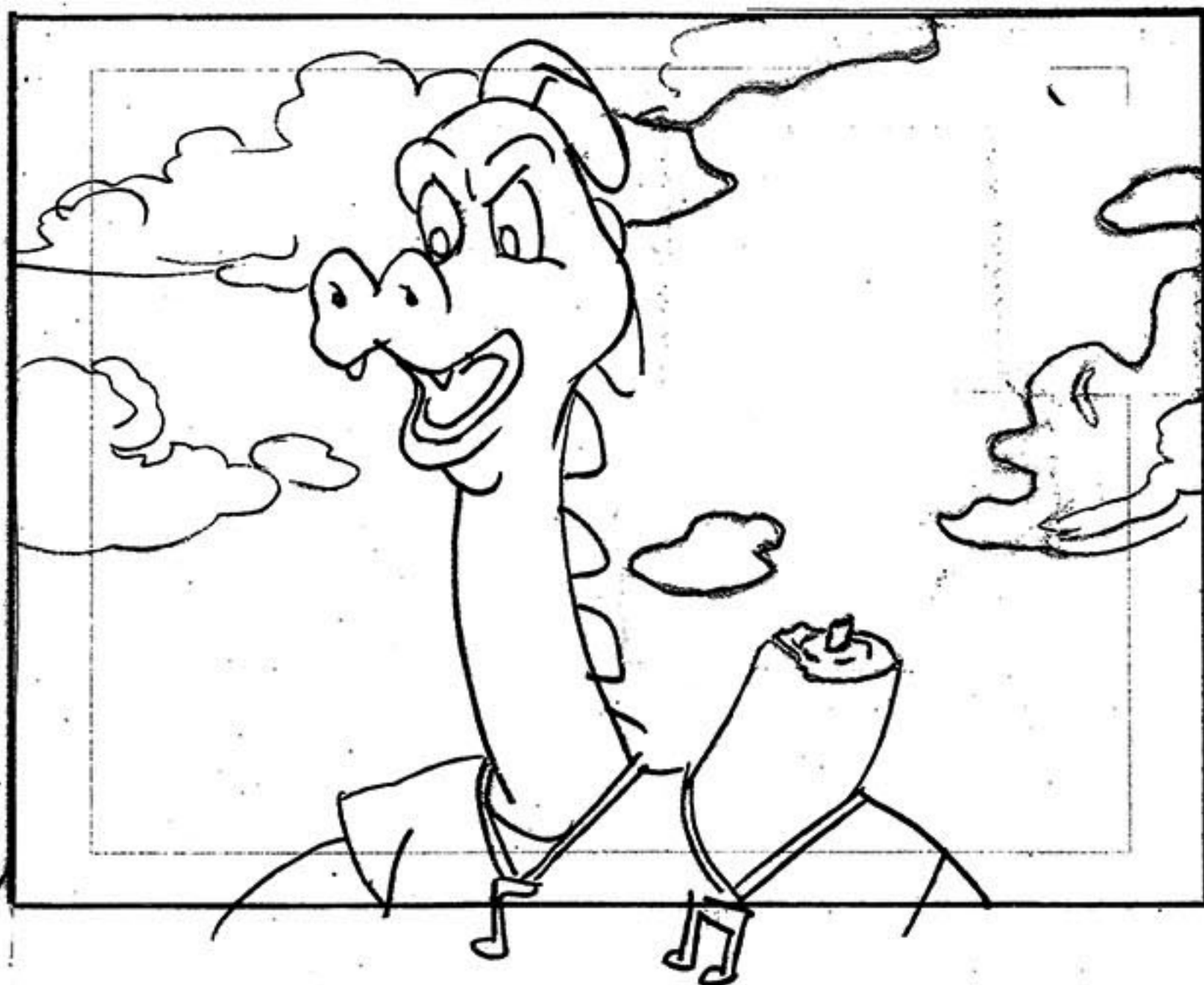


MAX (HOLDING STOLEN BAPHOMET ICON)  
TRIES TO OUTRUN MAGIC DEATH ARROW.



78

1



79

1

PAN →

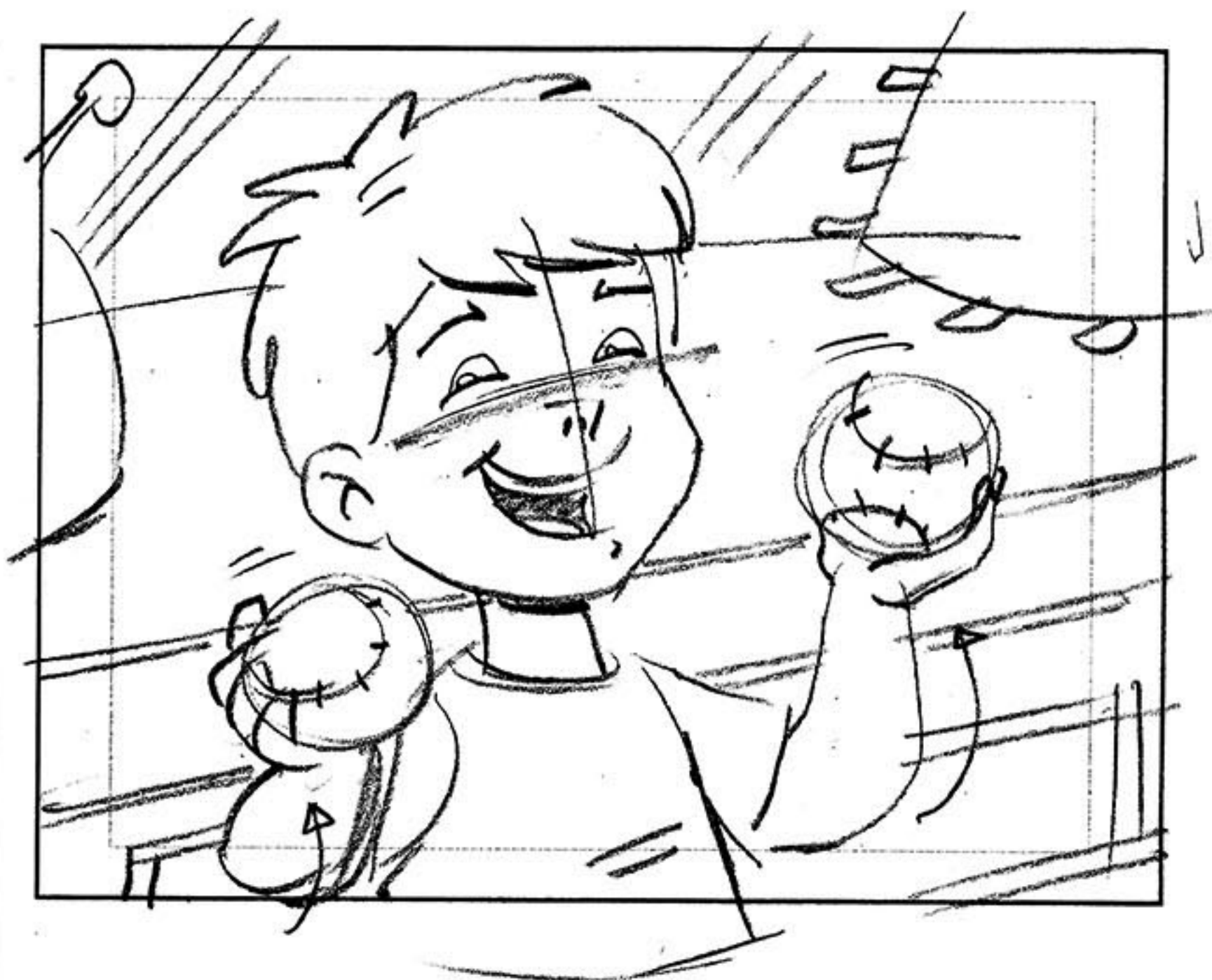


CAM PANS / HORRIFIED LOOK ON  
EVERYONE'S FACE

ZAK:

I told you I was  
sick of her.





MAX: How 'bout the balls?

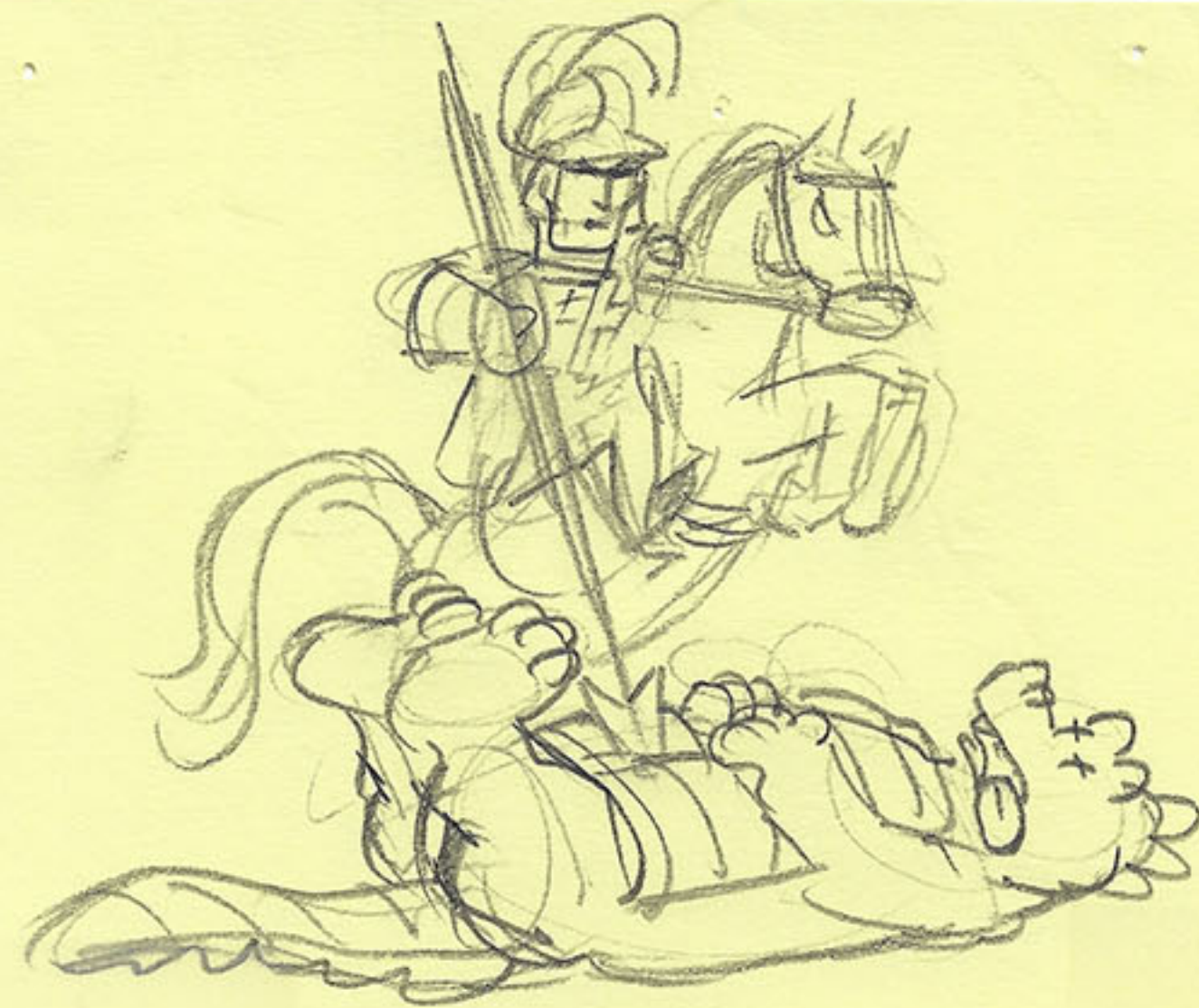


MAX EXPERIENCES THE RAPTURE  
OF VIOLENT + SUSTAINED DEATH  
AS HE THRASHES ABOUT IN  
PIRANHADRAGON INFESTED WATERS.





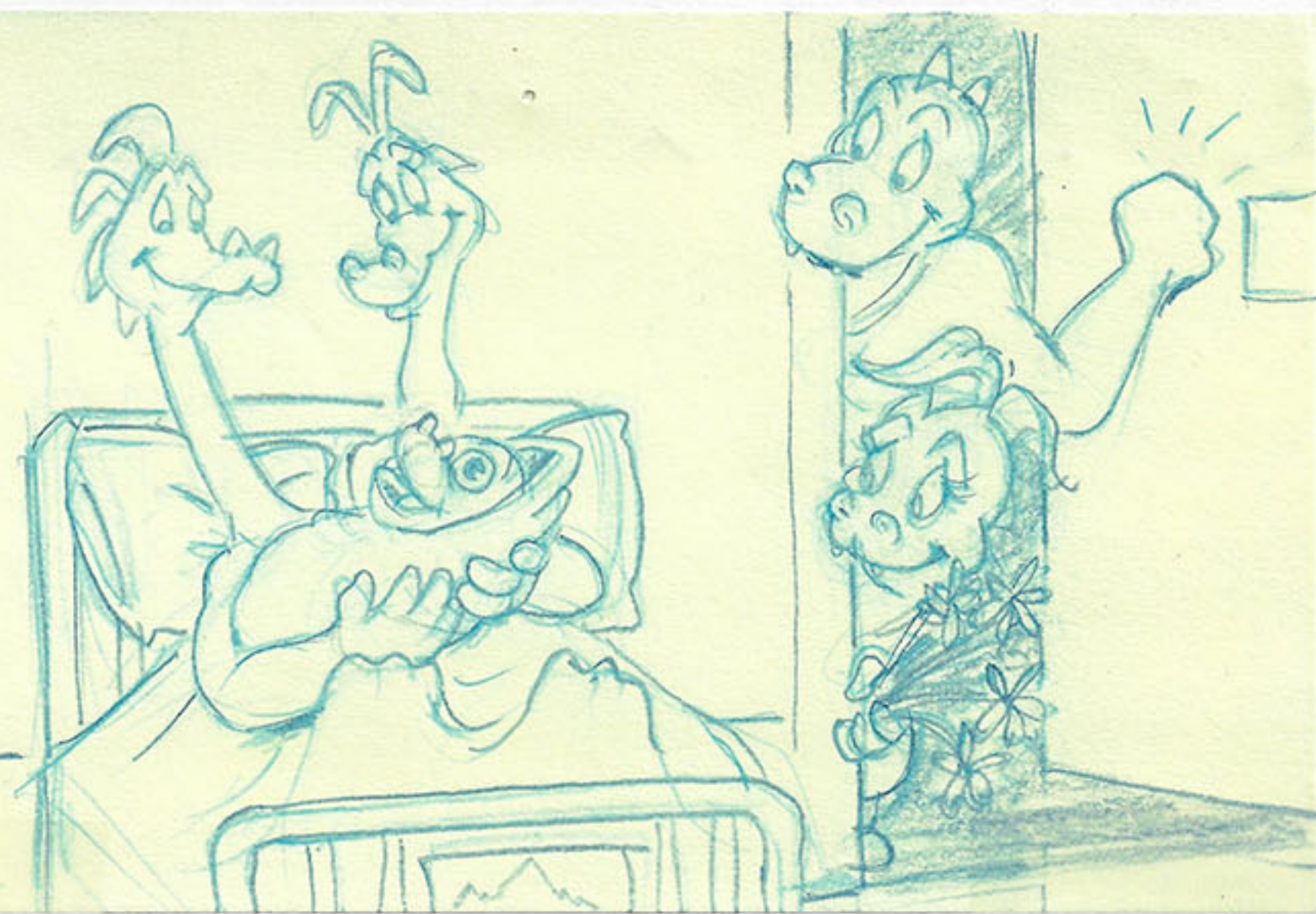
A HATE-FILLED  
WHEEZIE THINKS  
DARK THOUGHTS



FINE MOTOR CONTROL  
WAS NOT MUNGUS'  
STRONG SUIT



ALL: GRAAAH!





THIS SECTION RATED

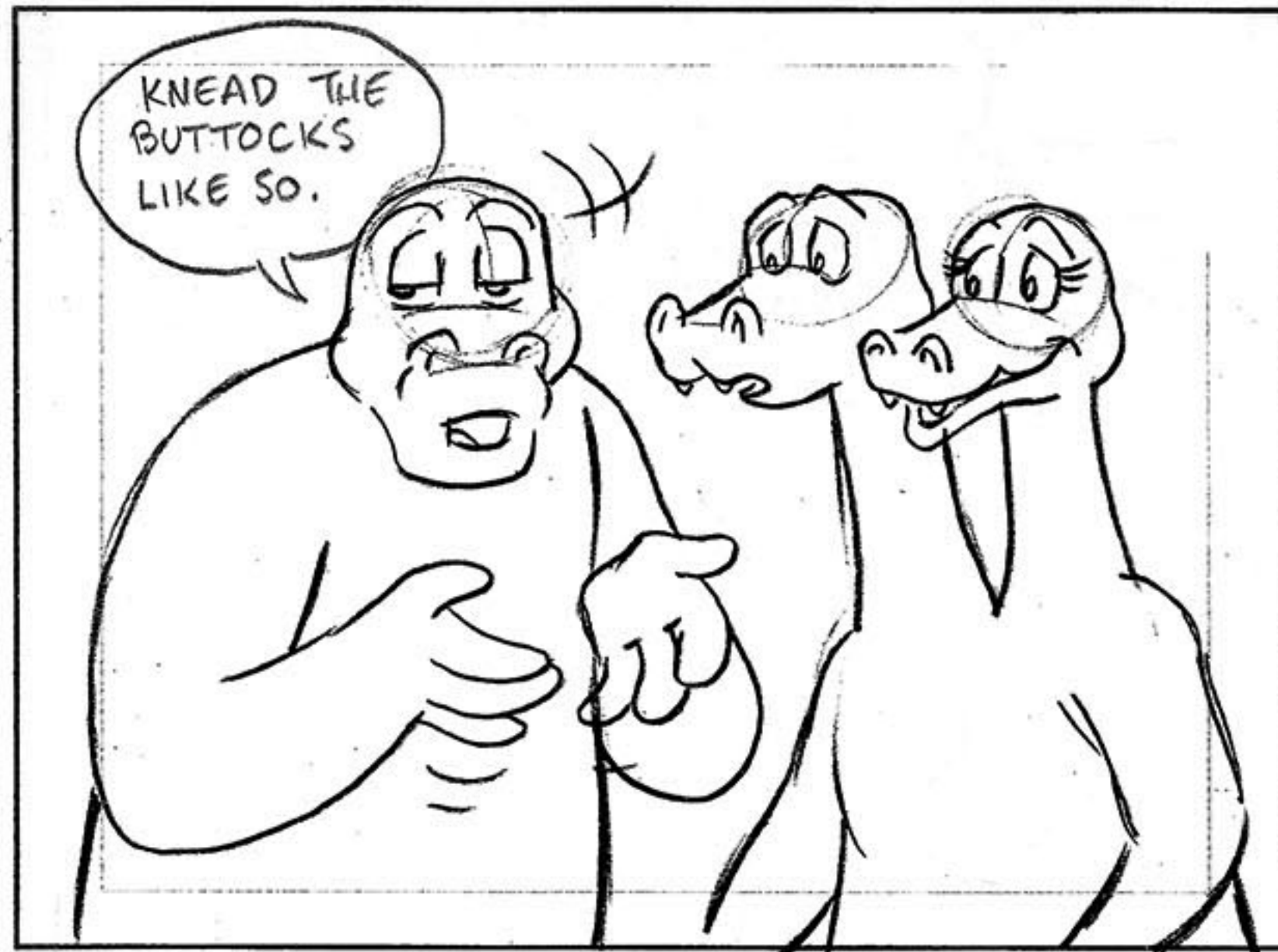
R

RAUNCHY.

PROCEED WITH CAUTION  
AND SENSE OF HUMOR.







ORD LOSES HIS TRAIN OF THOUGHT  
ACTION MOMENTARILY



DIALOGUE MARTY FELDMAN " WHO WANTS TO PLAY  
'FUCKED UP EYEBALLS' ? "

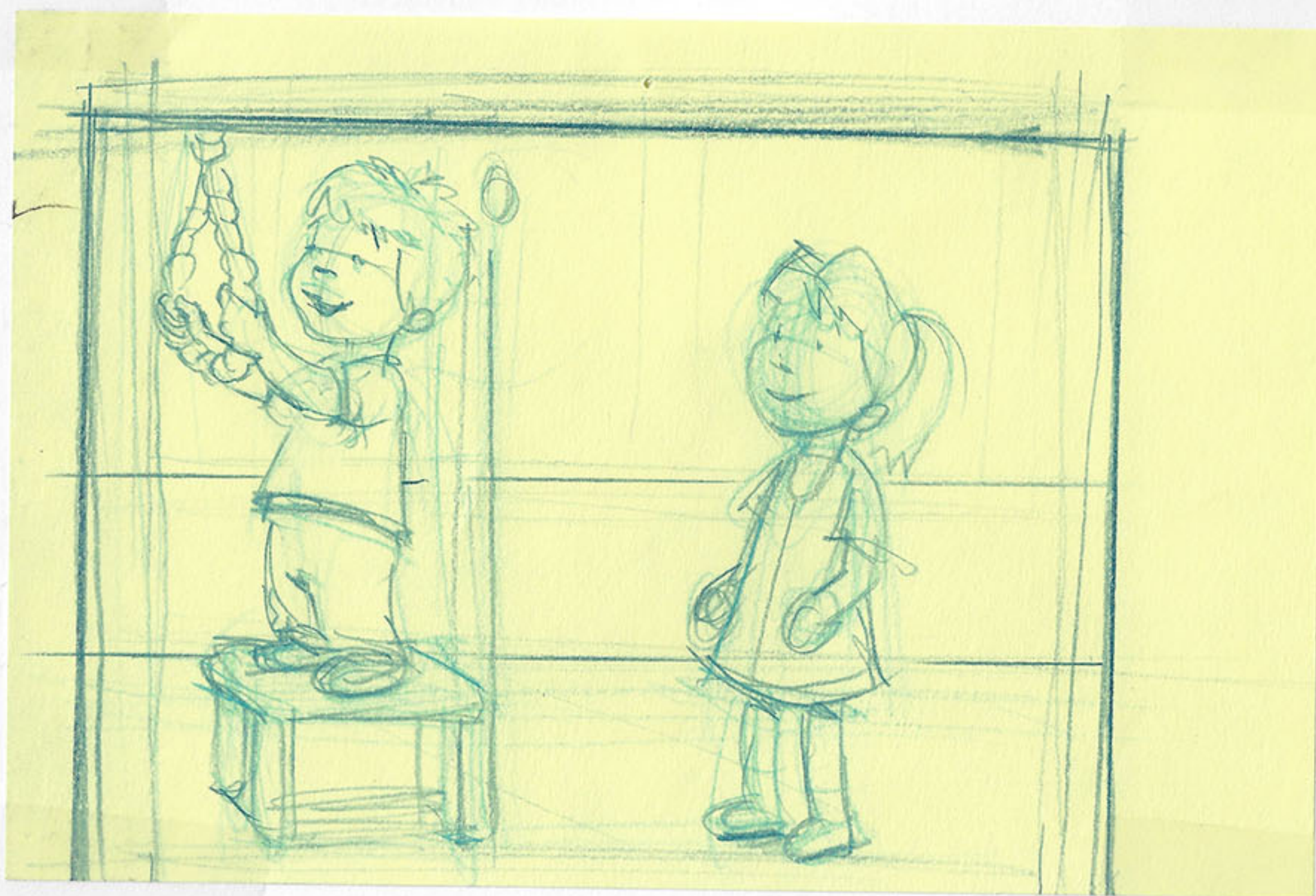
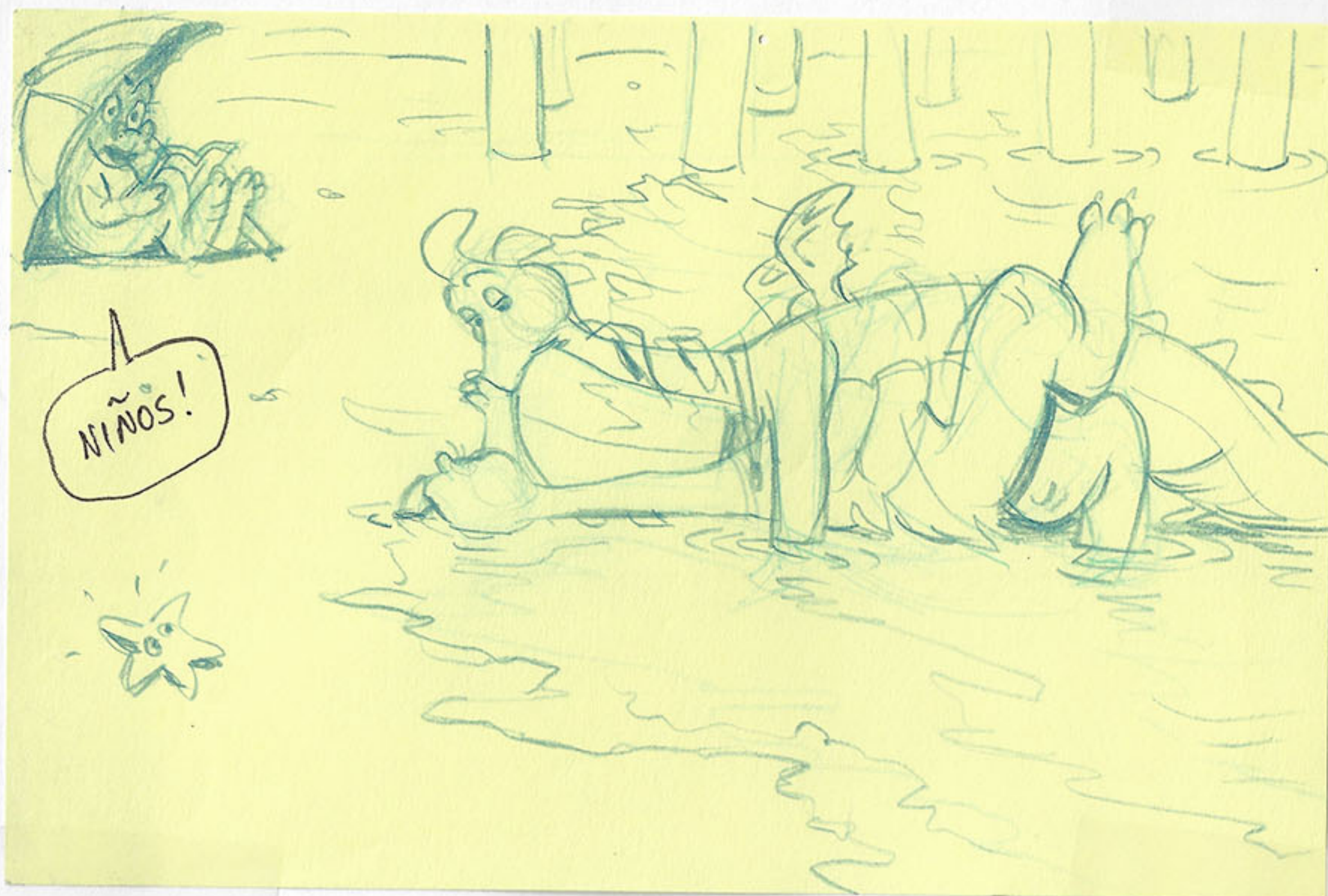
OLD MAN CASSIE " I DO (HIC!) "



SAMPLES OF EMMY SAYINGS  
REJECTED BY THE NETWORK









SC 8 PNL 2



SC 8 PNL 3



ORD MAX! EMMY!

SC 8 PNL 4



MEET MY NEW FRIEND.

SC 9 PNL 1 SK5



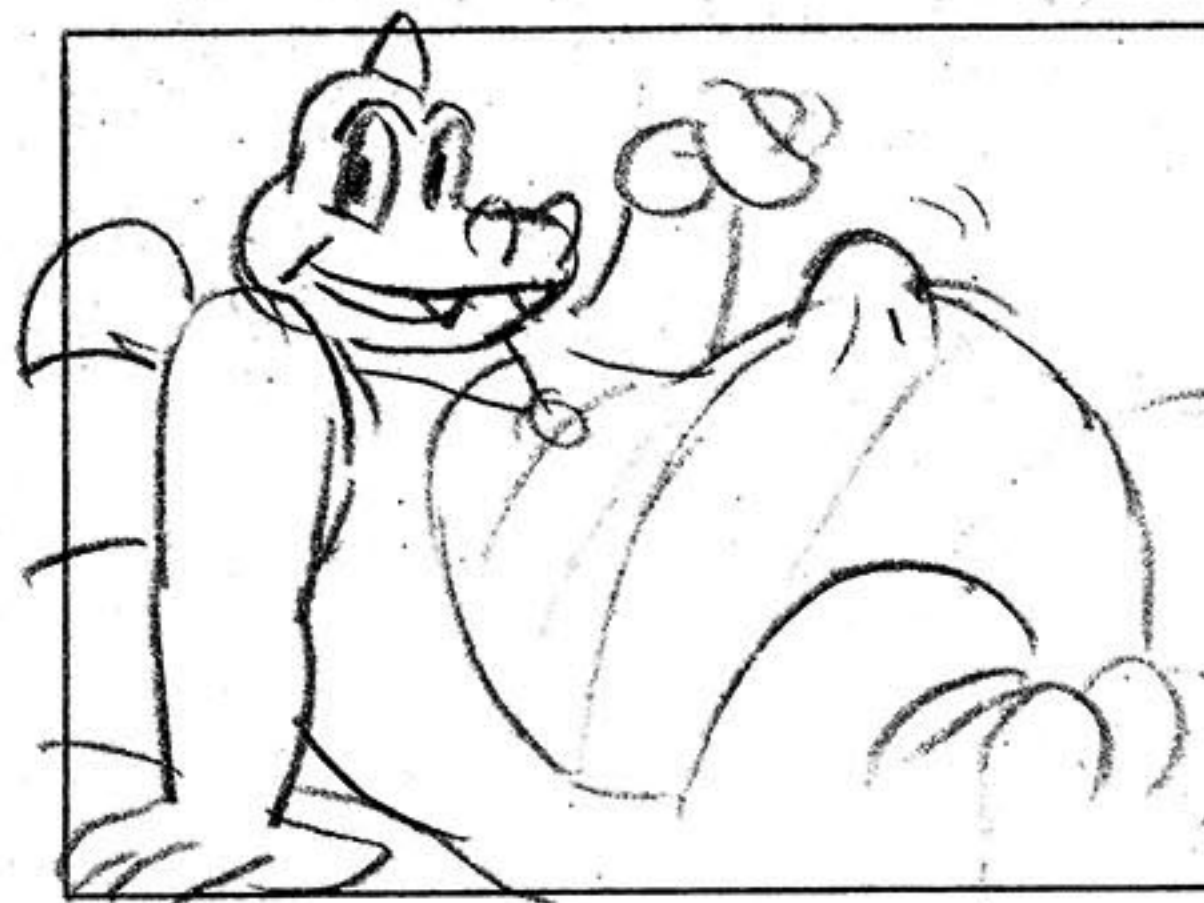
SLIGHT LOW ANGLE  
(MAX & EMM ENTER  
LOOKING AROUND)

SC 9 PNL 2



UH  
MAX WHERE?

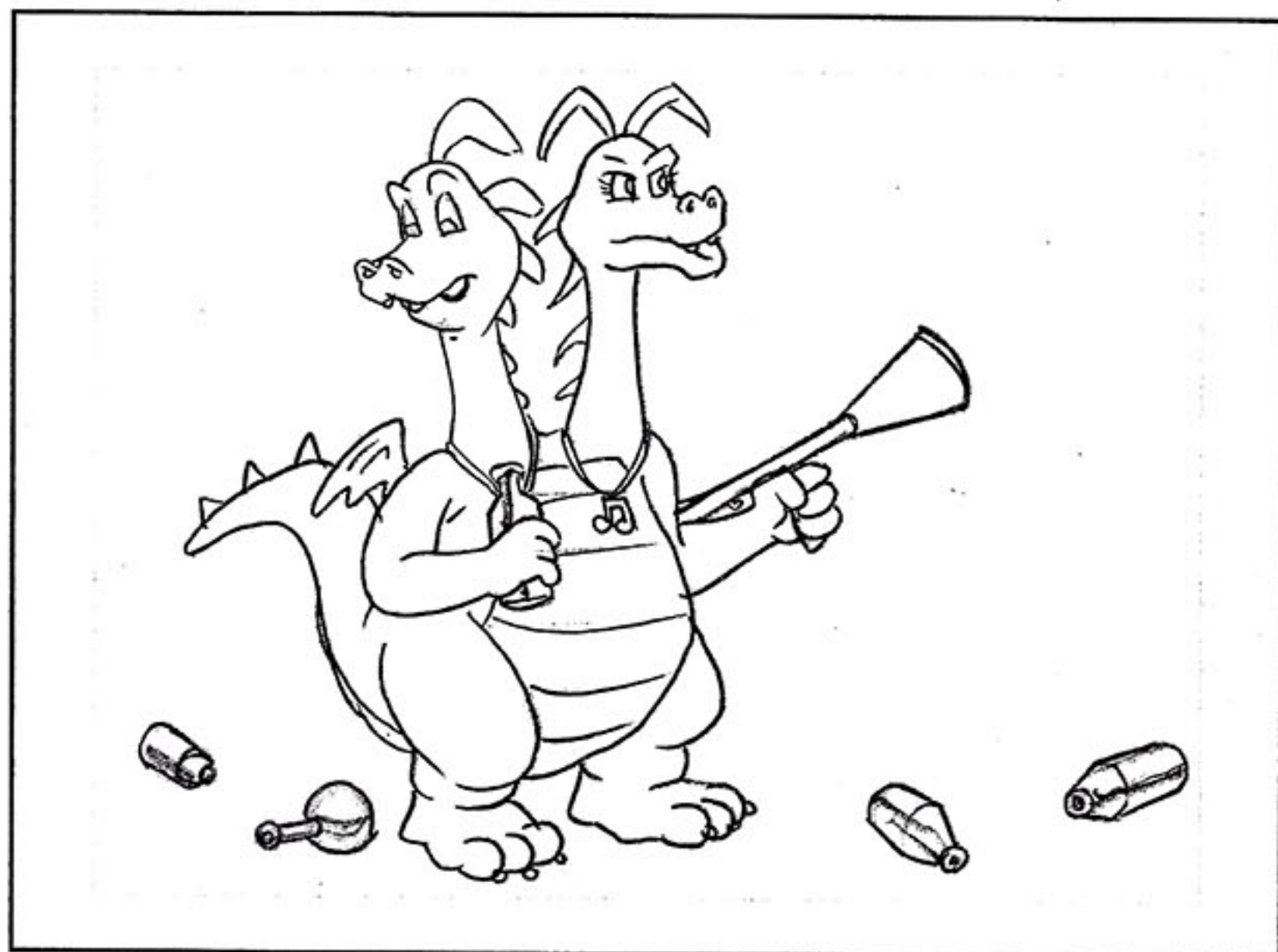
SC 10 PNL 1 M-13



ORD HERE!



SC	191	PNL	A
----	-----	-----	---



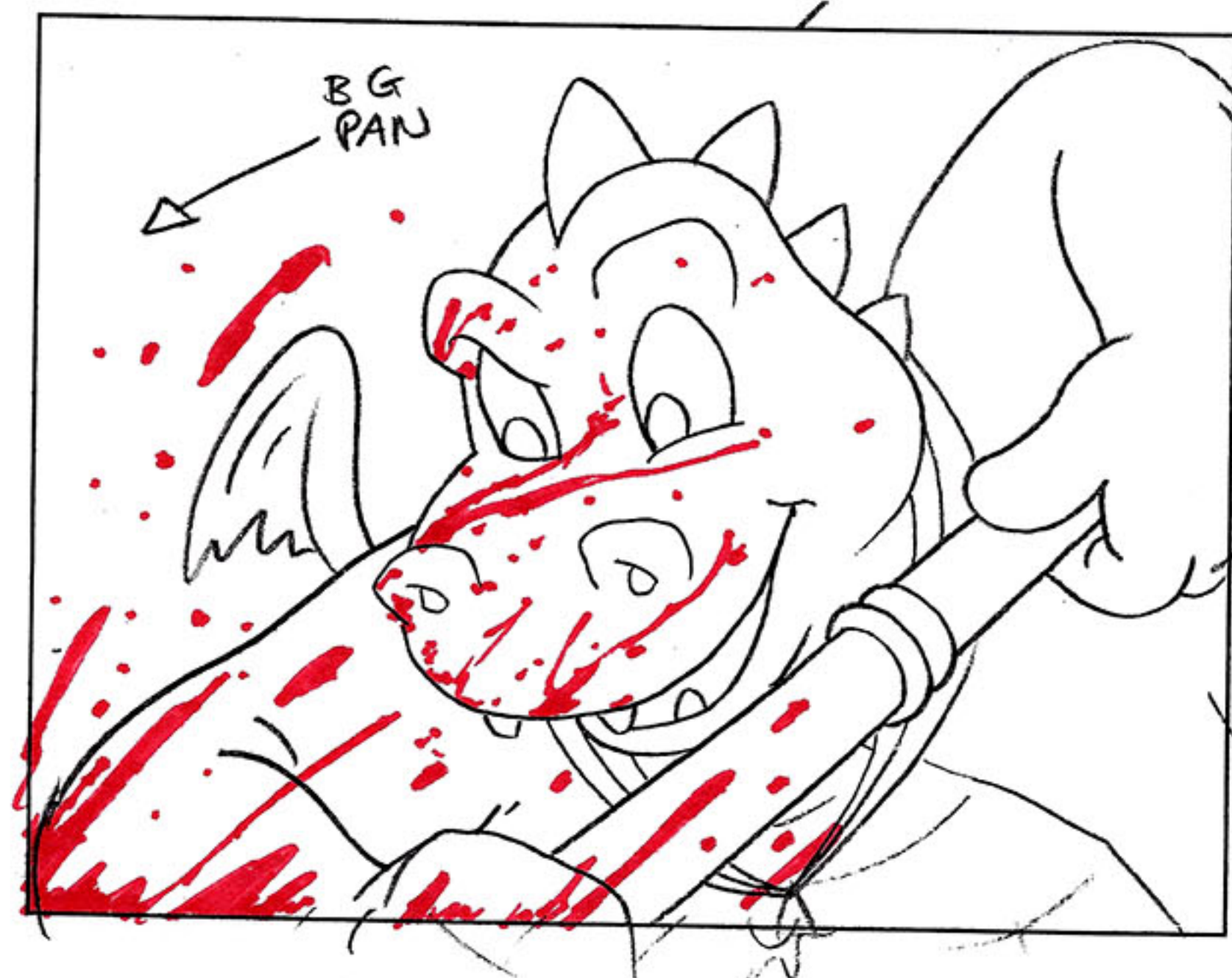
ACTION

DIAL

ZAK  
x < "HIC" >  
ee

WHEEZIE  
DEAD. ALL DEAD.

SC	34	PNL	1
----	----	-----	---



ON ORD - CONCENTRATING -  
SCOW BG PAN BEHIND -

ORD!  
STRAIGHT .....





65/2: They lean forward, excited.

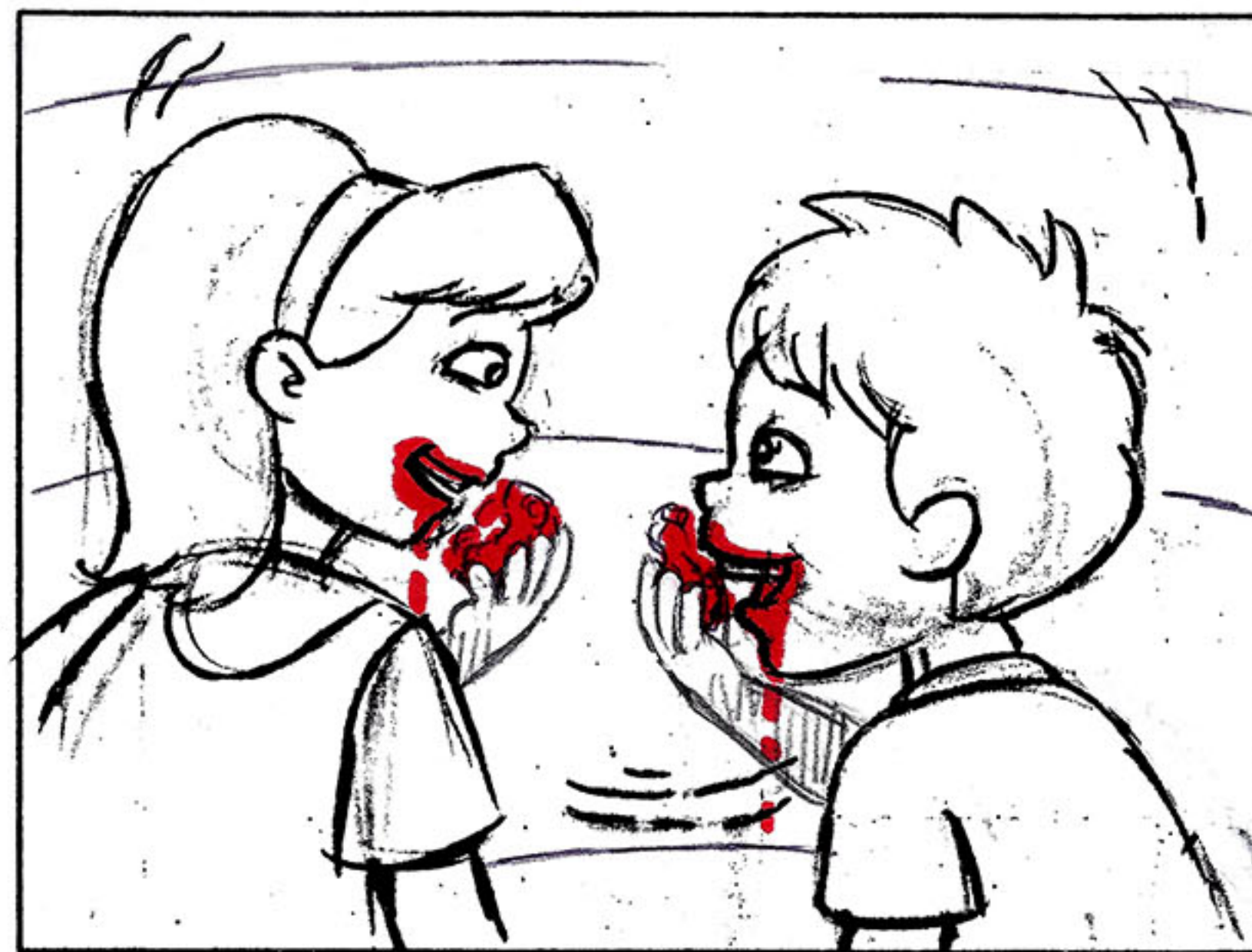
DIAL

MAX:

LOOK, EMMY... LIVING FLESH!

EMMY:

M-M-M, HUNGRY... YUM...



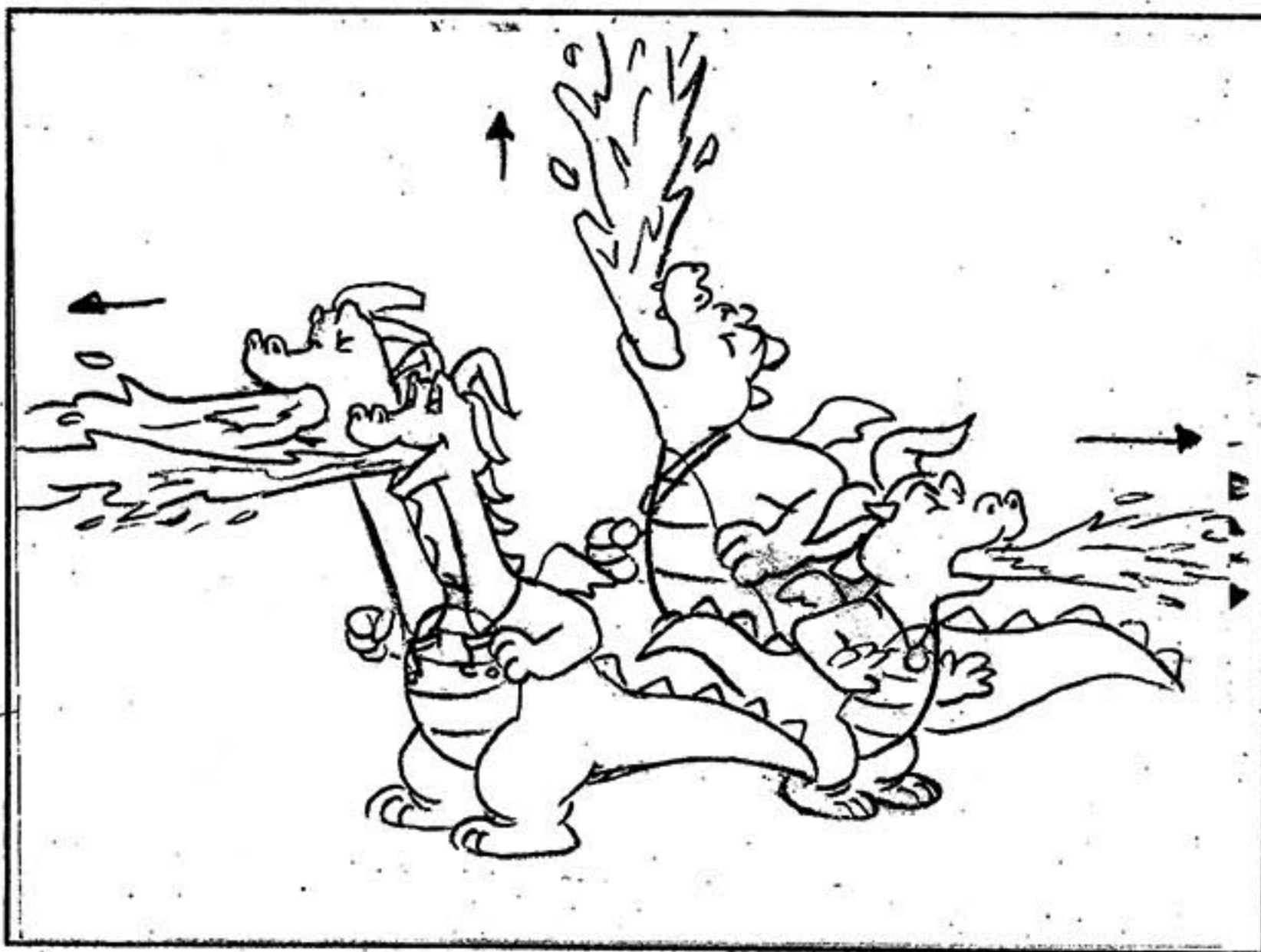
21/2: They look at each other, excited.

Max: Boy Emmy raw  
flesh sure is tasty!  
Emmy: Yeah, Yeah <he he>

DIAL 19  
3 12



SC 158	PNL 1
--------	-------



After a hellacious all-night binger consuming mass quantities of hard liquor, Zak, Wheezie, Ord and Cassie top off their evening by joyfully projectile vomiting rain-bird style in a dizzying display of wretched debauchery.

ORD: RA-A-A-LPH !!!

ZAK+WHEEZIE: HU-U-U-EY !!!

CASSIE: EAR-R-R-L !!!

SC 11	PNL 1
-------	-------



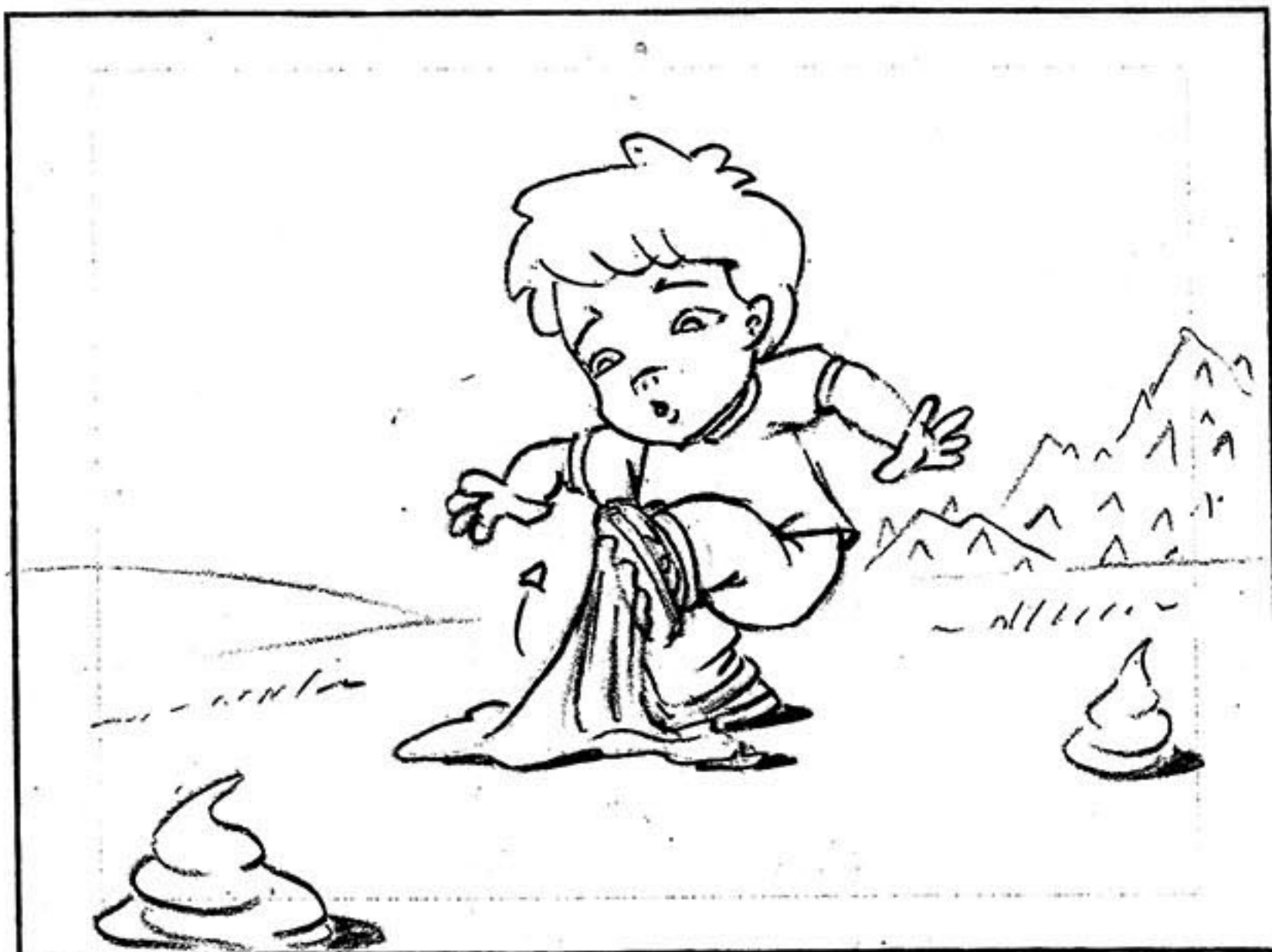
Int. "Treehouse" (shooting gallery)

Zak, Ord and Cassie are flying higher than kites on "smack". Cassie begins to "nod off". Wheezie, beginning to feel the effects of withdrawal, scratches her head nervously.

WHEEZIE

ZAK! MAN, WHERE'S MY CUT?  
THERE'S NONE LEFT, MAN!



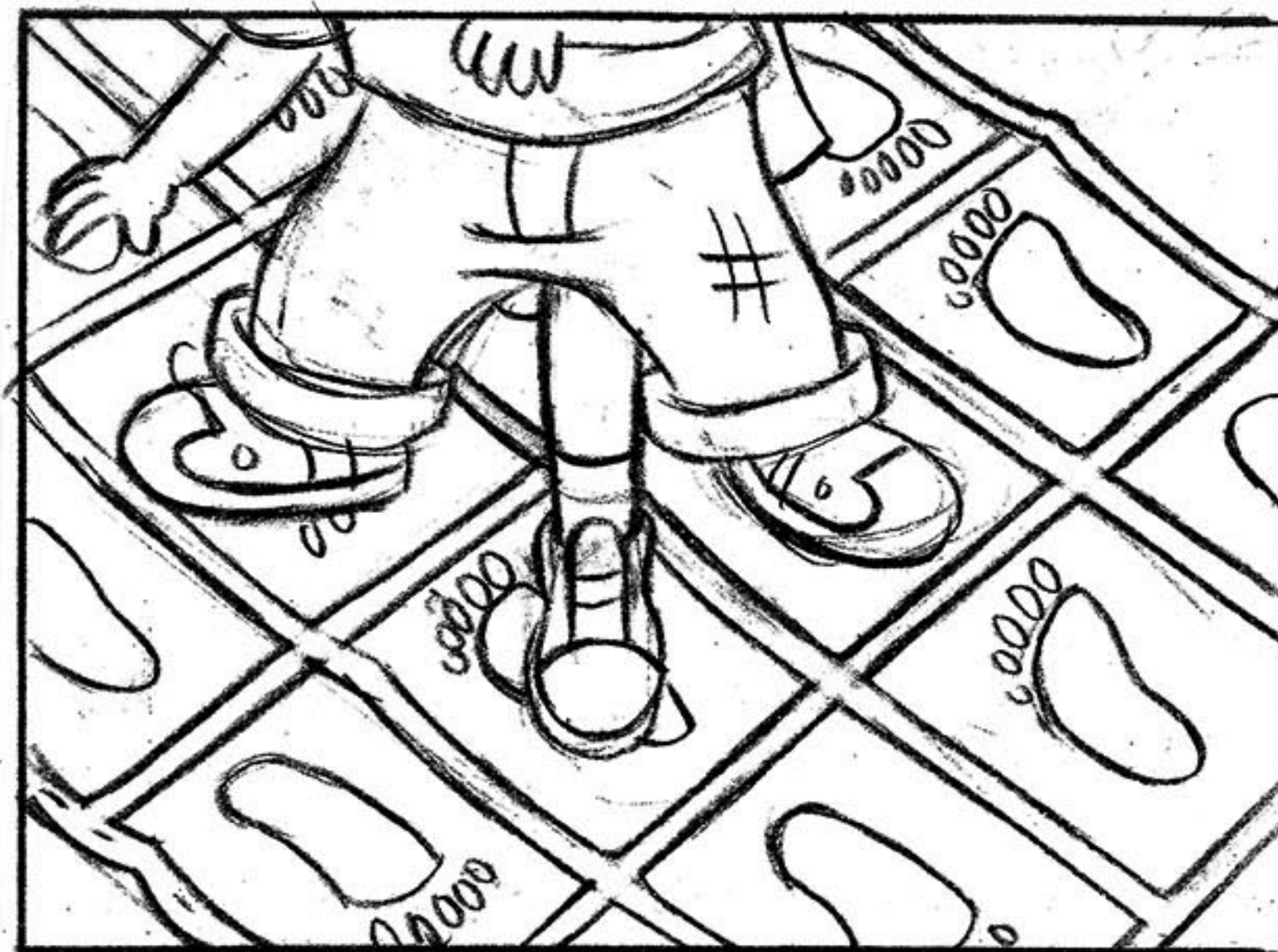


MAX STEPS IN A PILE  
OF DRAGON SHIT.

---

MAX: OOOPS

---



ACTION

CLOSE-UP ON FEET.

---

DIAL

MAX

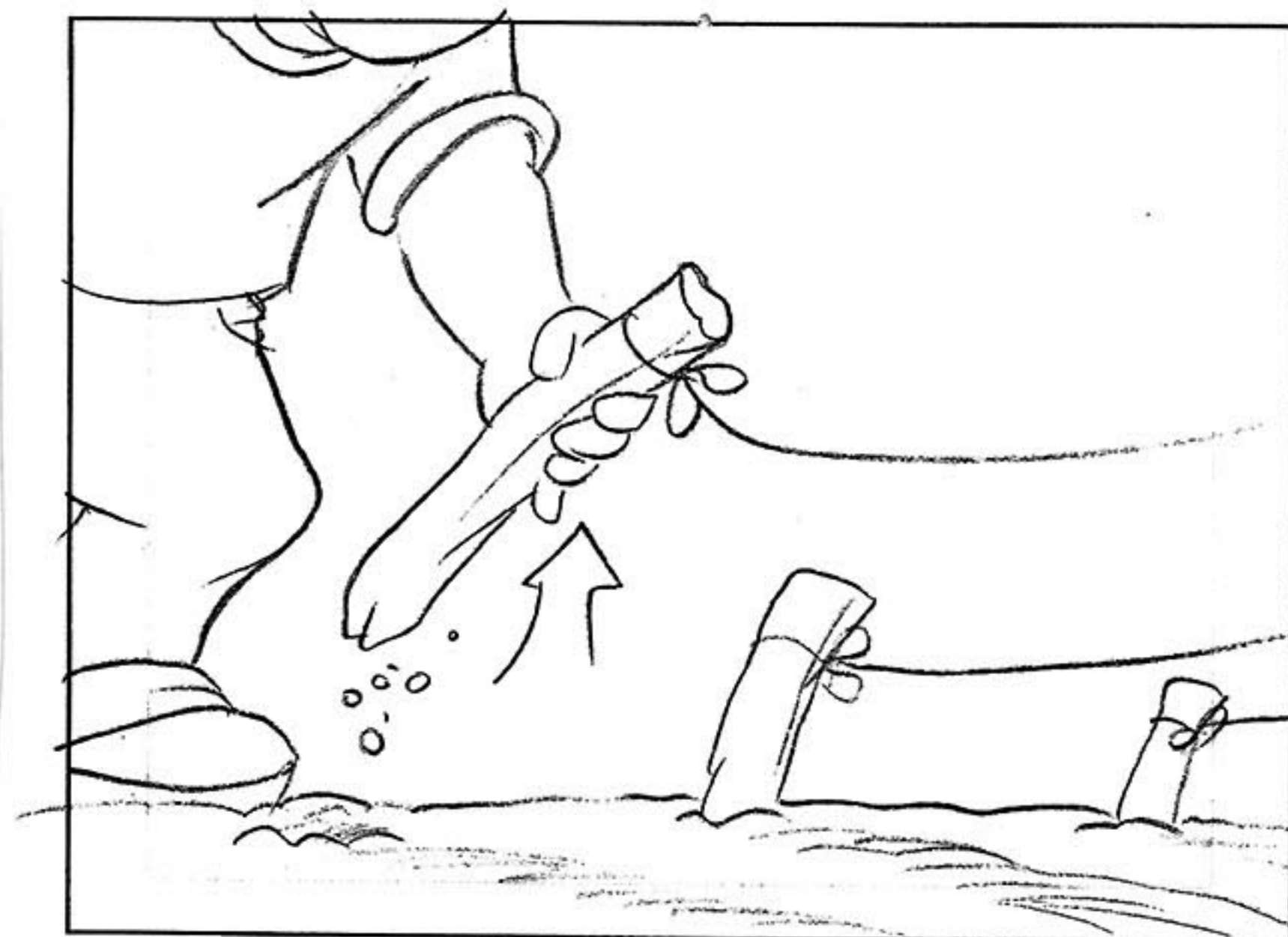
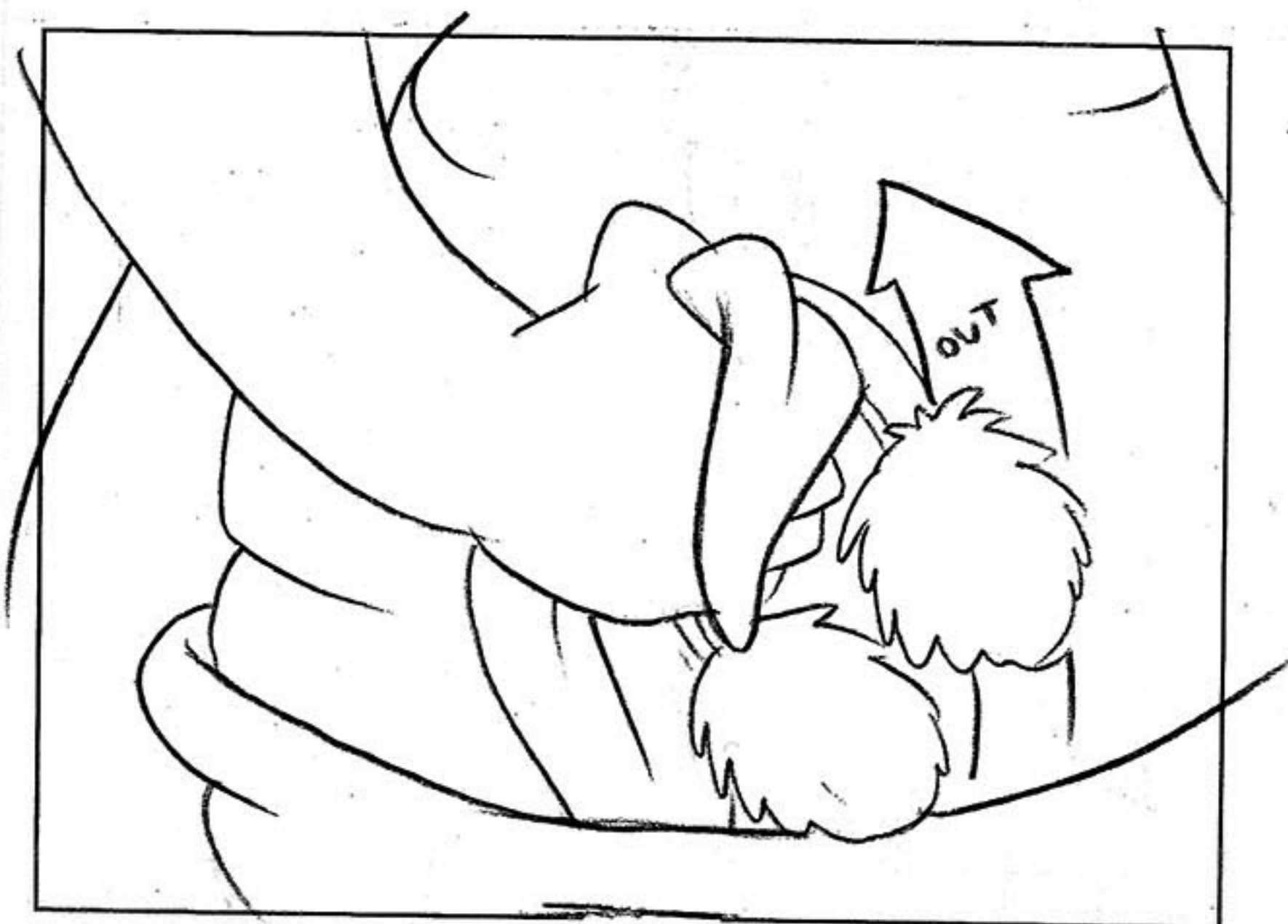
BUT I WANNA STAND ON  
THE BLUE ONES, TOO.

---

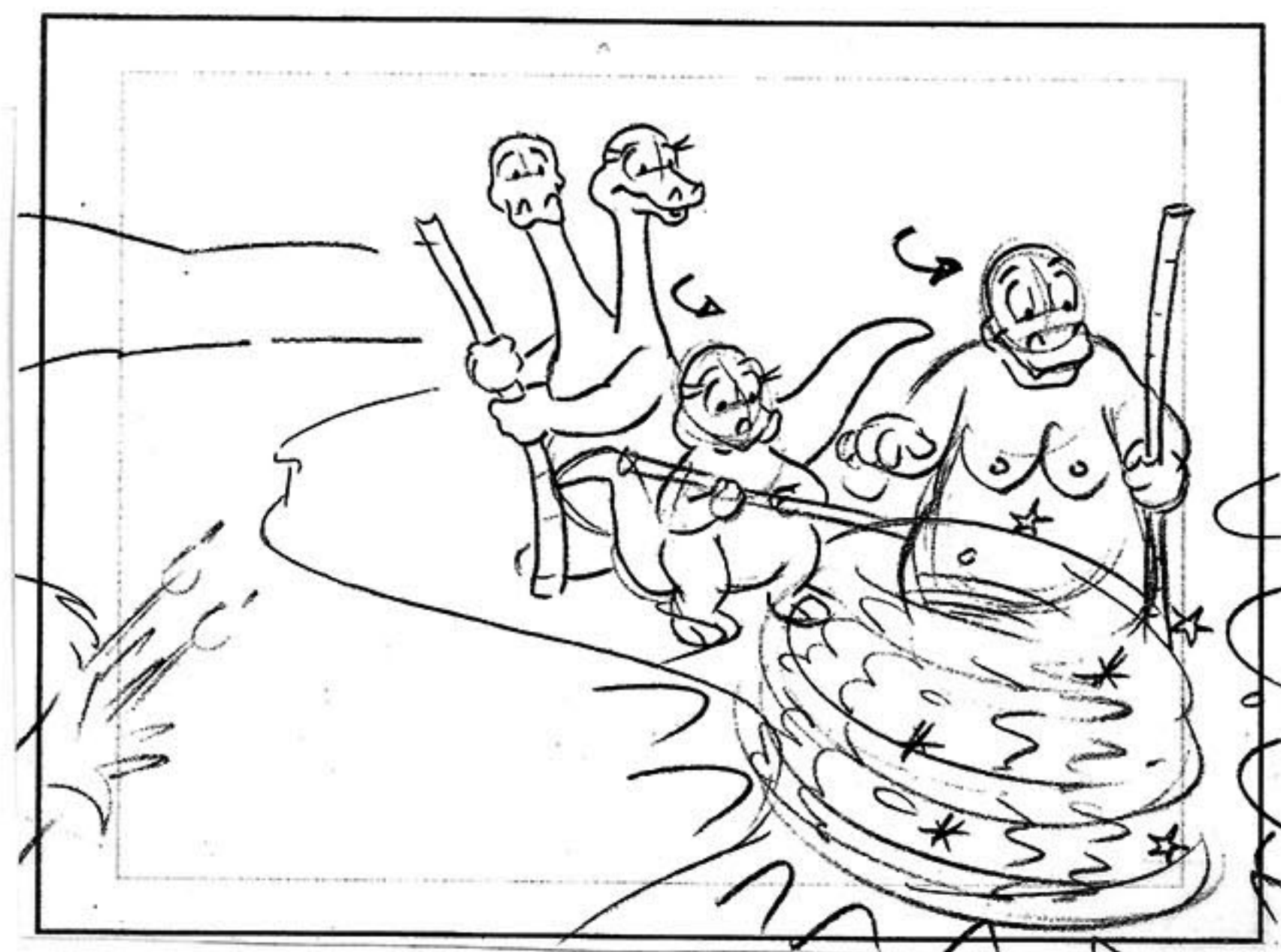


PROD #	ACT
--------	-----

SC	37	PNL	1
----	----	-----	---



CLOSE ON STICKS - MAX PULLS ONE OUT -





SC

47

PNL

2



CLOSE ON EMMY + MAX - TOTALLY  
PISSED. MAX FINISHES EMMY'S  
SENTENCE.

EMMY:

FUCK OFF —

MAX:

DICKWEED!

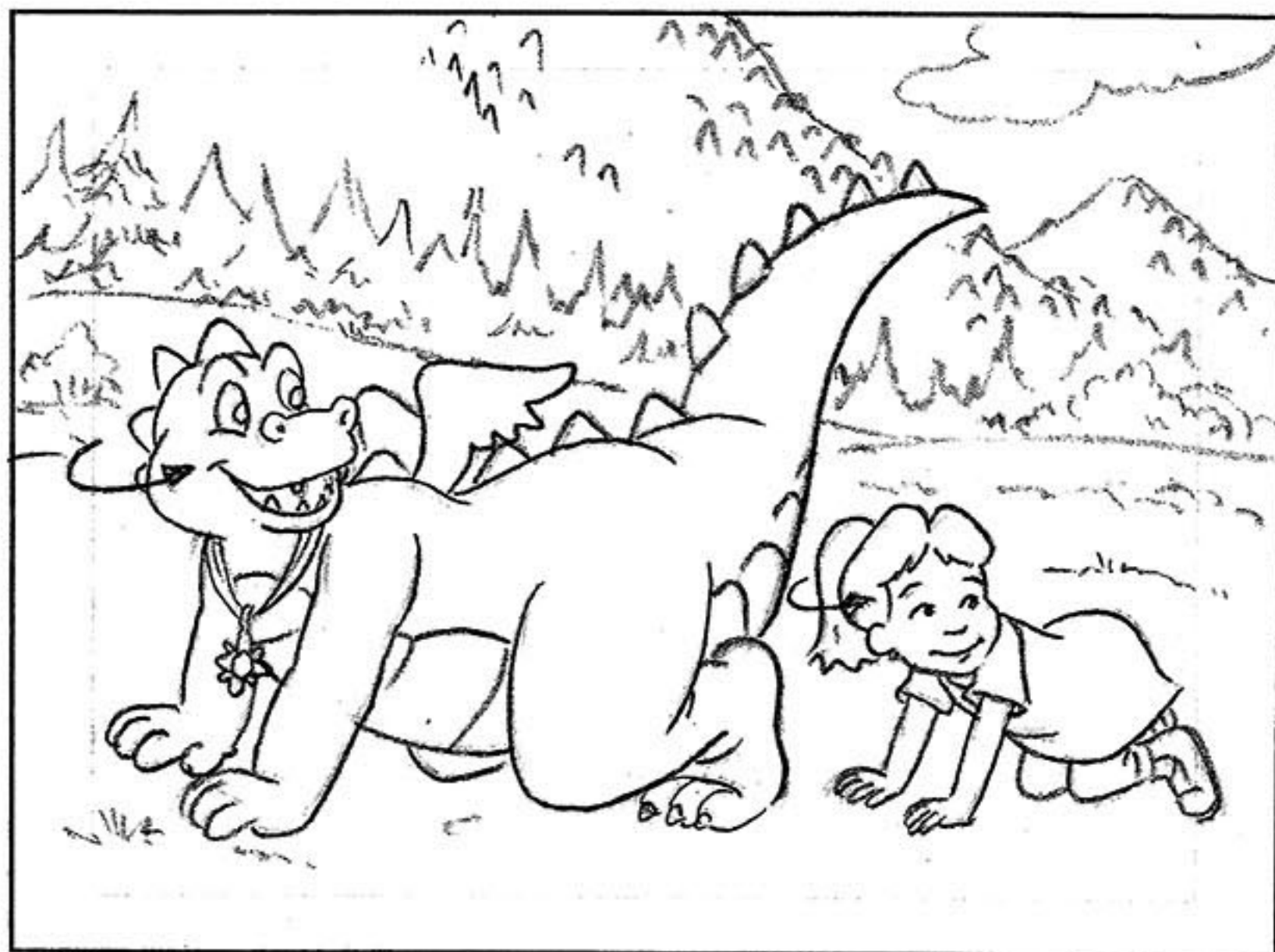
SCENE FROM "MUSHROOM LUNCH"



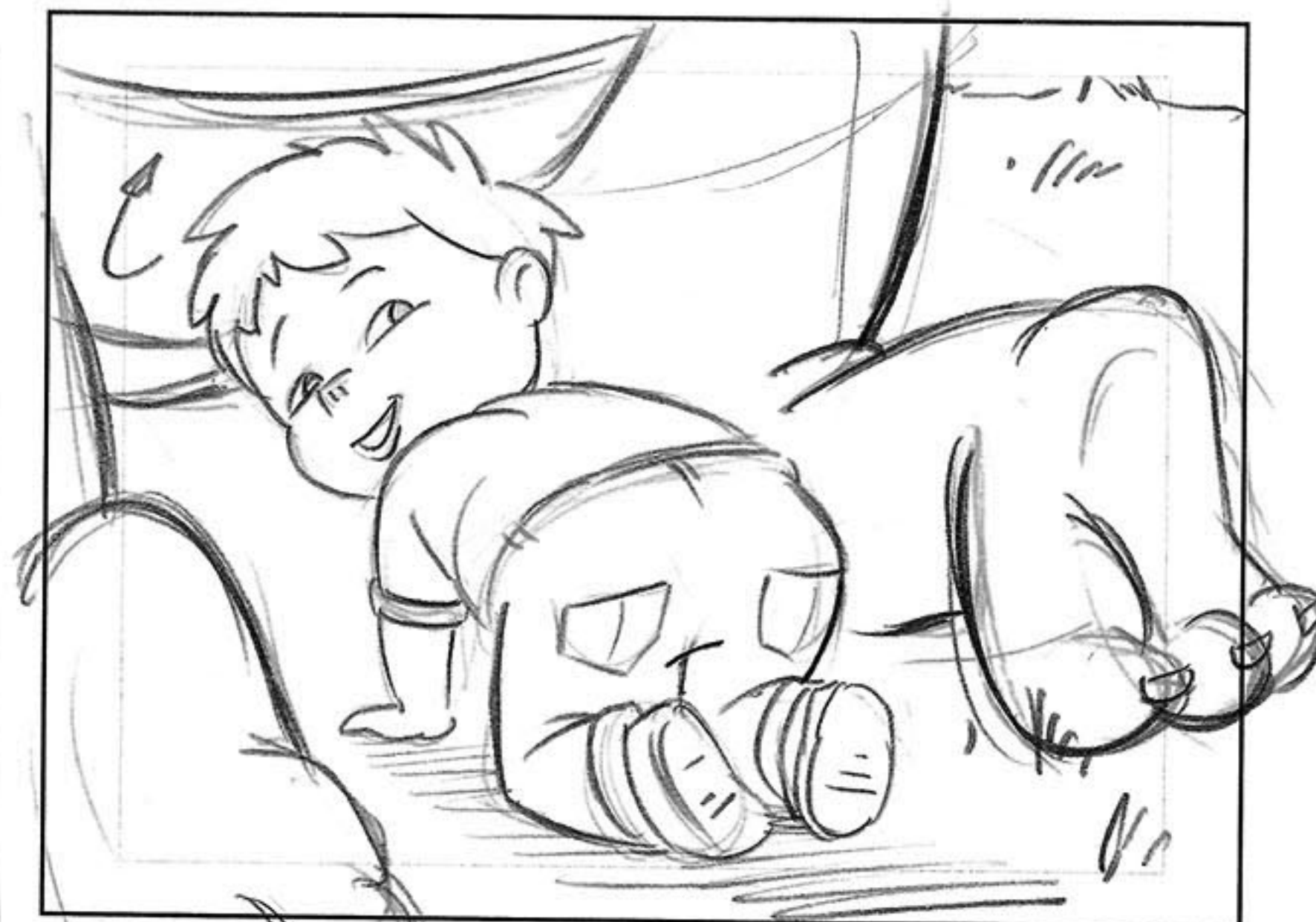
EMMY SPEWS MIGHTILY ONTO THE  
BACK OF MAX'S HEAD.  
STARTLED, MAX REACTS.

EMMY: HAHHWOOD!!





ORD: Your turn, Max!



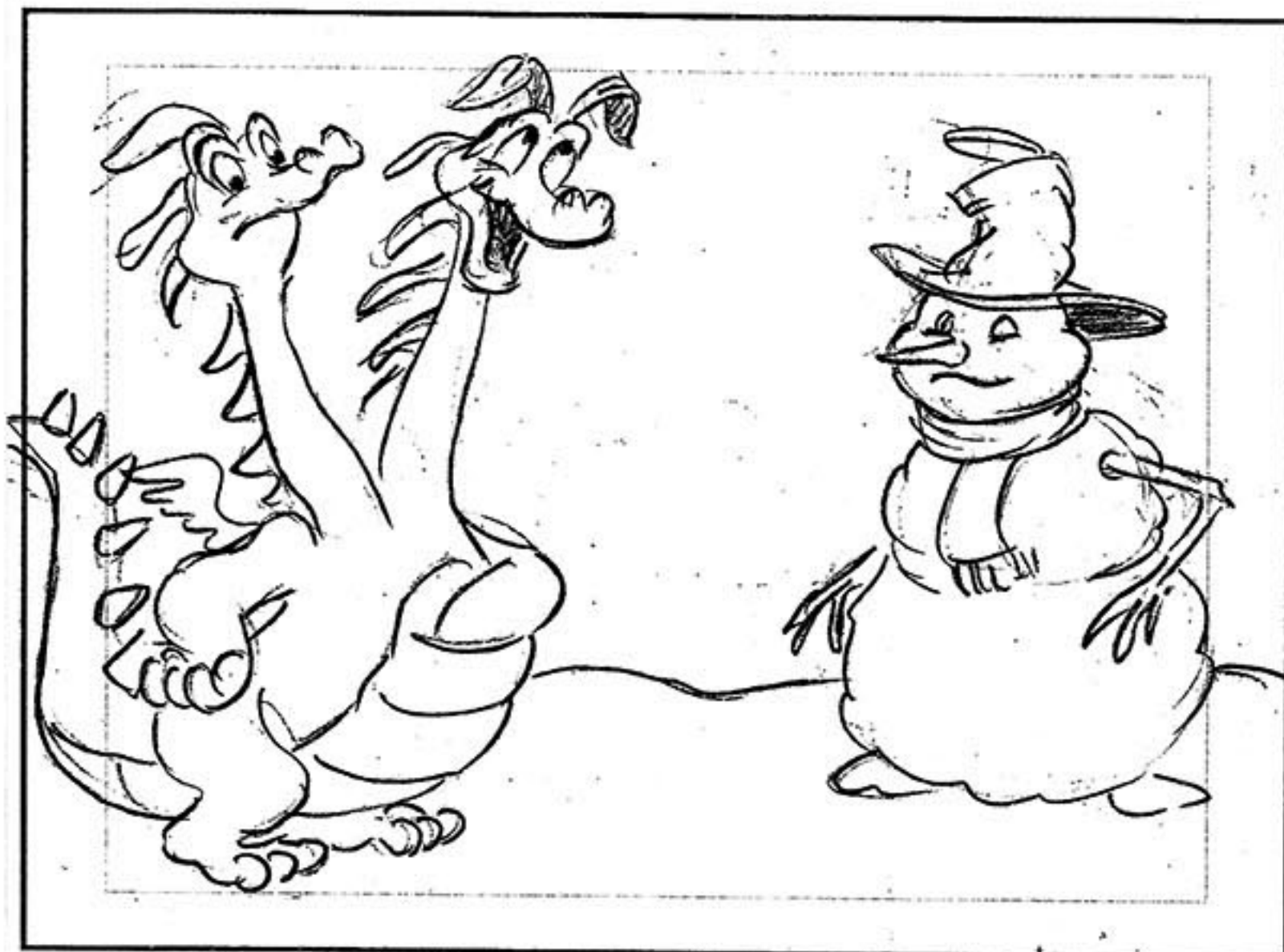
MAX SITS ON HANDS & KNEES, TURNS  
Behind ZAK + WHEEZIE

---

MAX!  
READY.



SC	98	PNL	2
----	----	-----	---

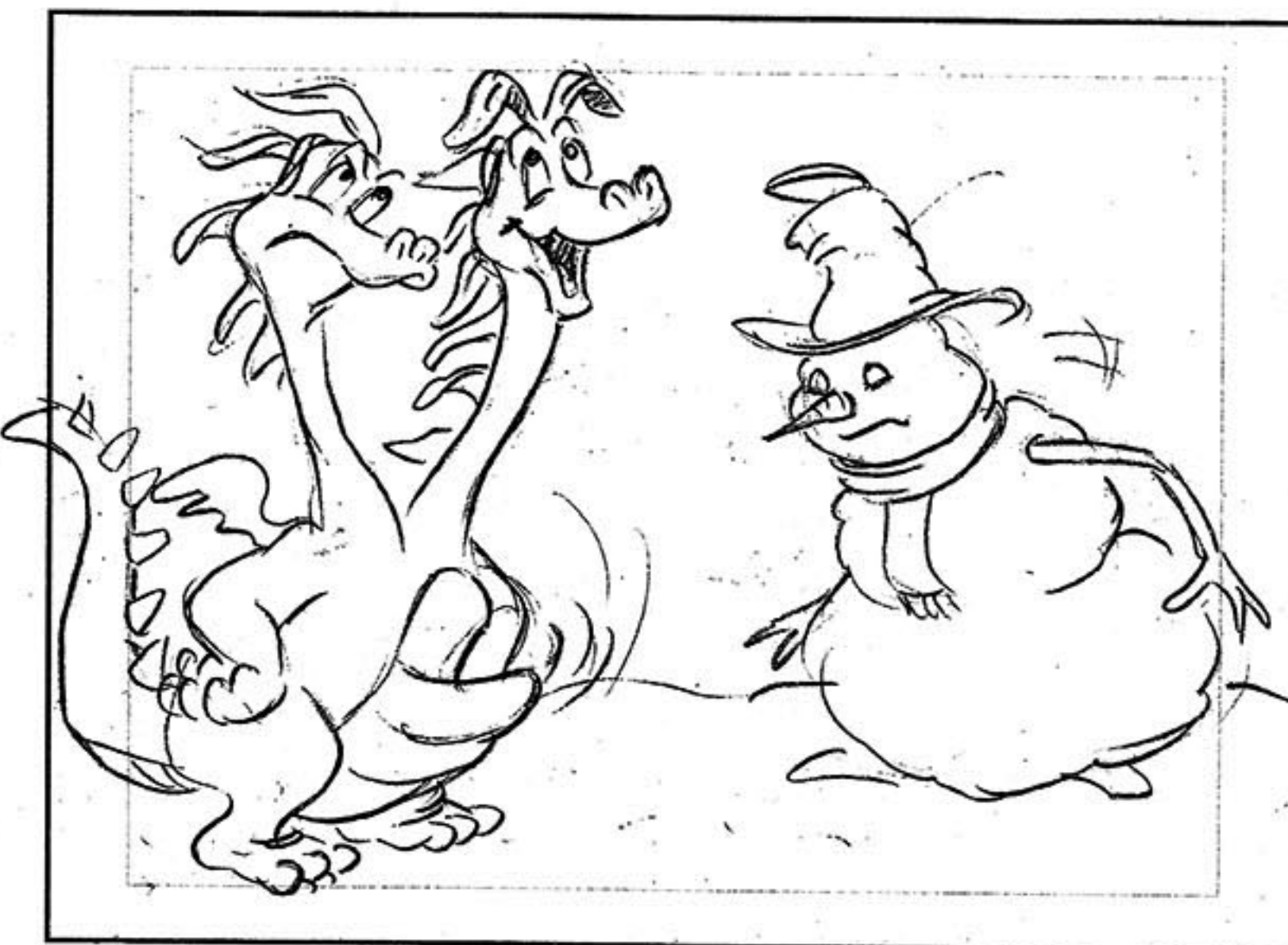


WHEEZIE RUMAGES FOR  
MORE.

WHEEZIE:

" I'M SURE I HAVE ONE THAT'LL  
MAKE NIPPY " —

SC	98	PNL	3
----	----	-----	---



as CHUM LOOKS  
CLOSER.

— ZIIHIPPY RIGHT BACK  
TO US WHEN HE HEARS IT. MMM



PROD #	ACT
--------	-----

PG

SC	165	PNL	1
----	-----	-----	---

SC	PNL
----	-----

SC	165	PNL	2
----	-----	-----	---



ACTION

MR. POP FLASHES THE GROUP.

DIAL



MR. POP CLOVES HIS  
COAT AS GROUP STEPS  
BACK IN ADMIRATION.

(S1) DIAL KIDS + DRAGONS: <sup>(G2) ORD</sup> WOW! GREAT!  
I WANT ONE OF THOSE <sup>MAX</sup>

TIMING



1. name  
↓

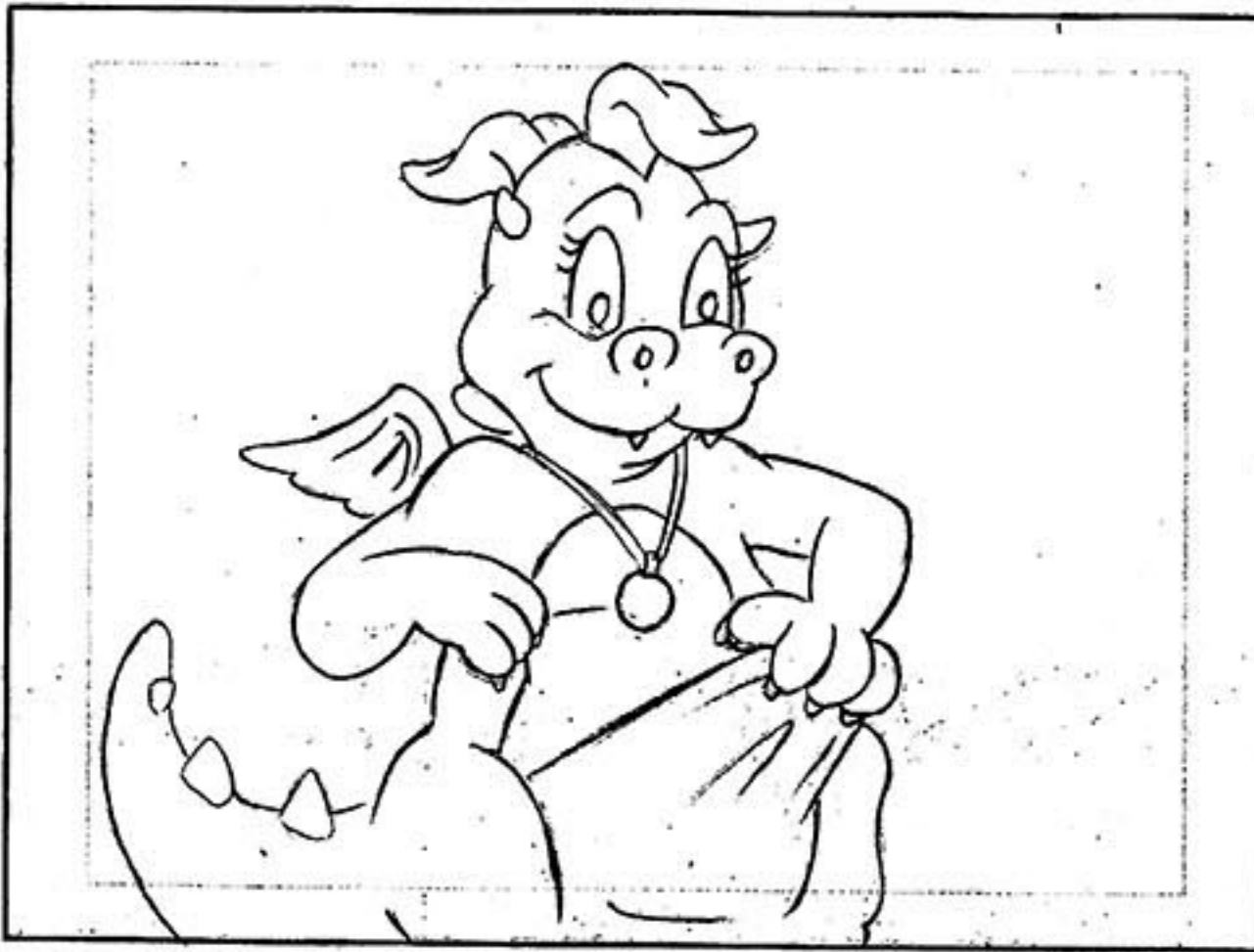
PROD #	ACT.
--------	------

PG

SC	PNL
29	2

SC	PNL
29	3

SC	PNL
29	4



ACTION

(Cassie recites into pockets)

DIAL

TIMING



# "BAD DAY IN DRAGON LAND."

PROD #	ACT
--------	-----

PG

SC	PNL
1	1



ACTION

Quetzal watches  
Max w/blocks...

DIAL

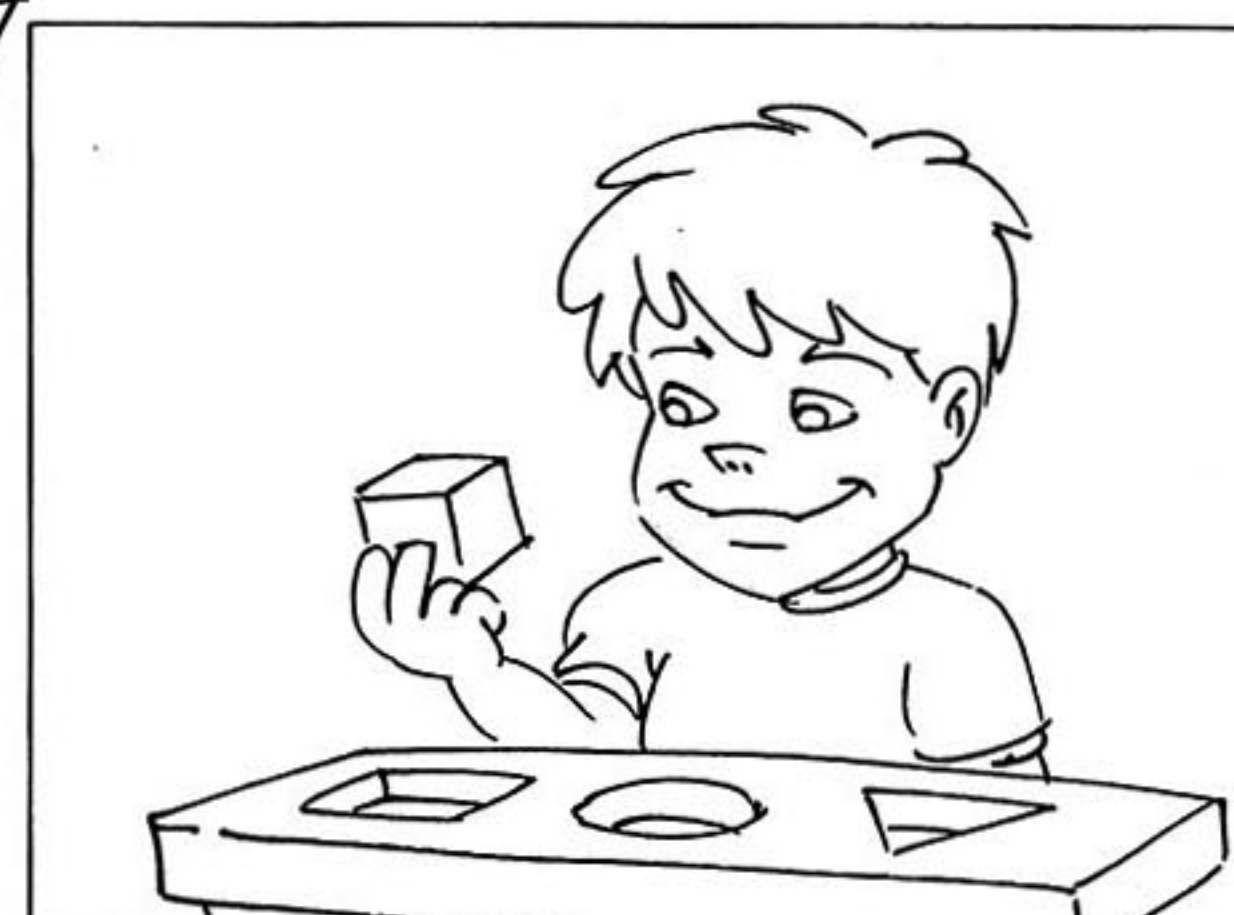
QUETZAL  
You match the shapes  
of the blocks —

TIMING

SC	PNL
1	2



SC	PNL
2	1



Max stares at  
square block.

→ to the shapes of  
the holes, Maxito.



SC 2	PNL 2
------	-------



ACTION

DIAL

MAX  
¡GRACIAS, QUETZAL!

TIMING

SC 2	PNL 3
------	-------



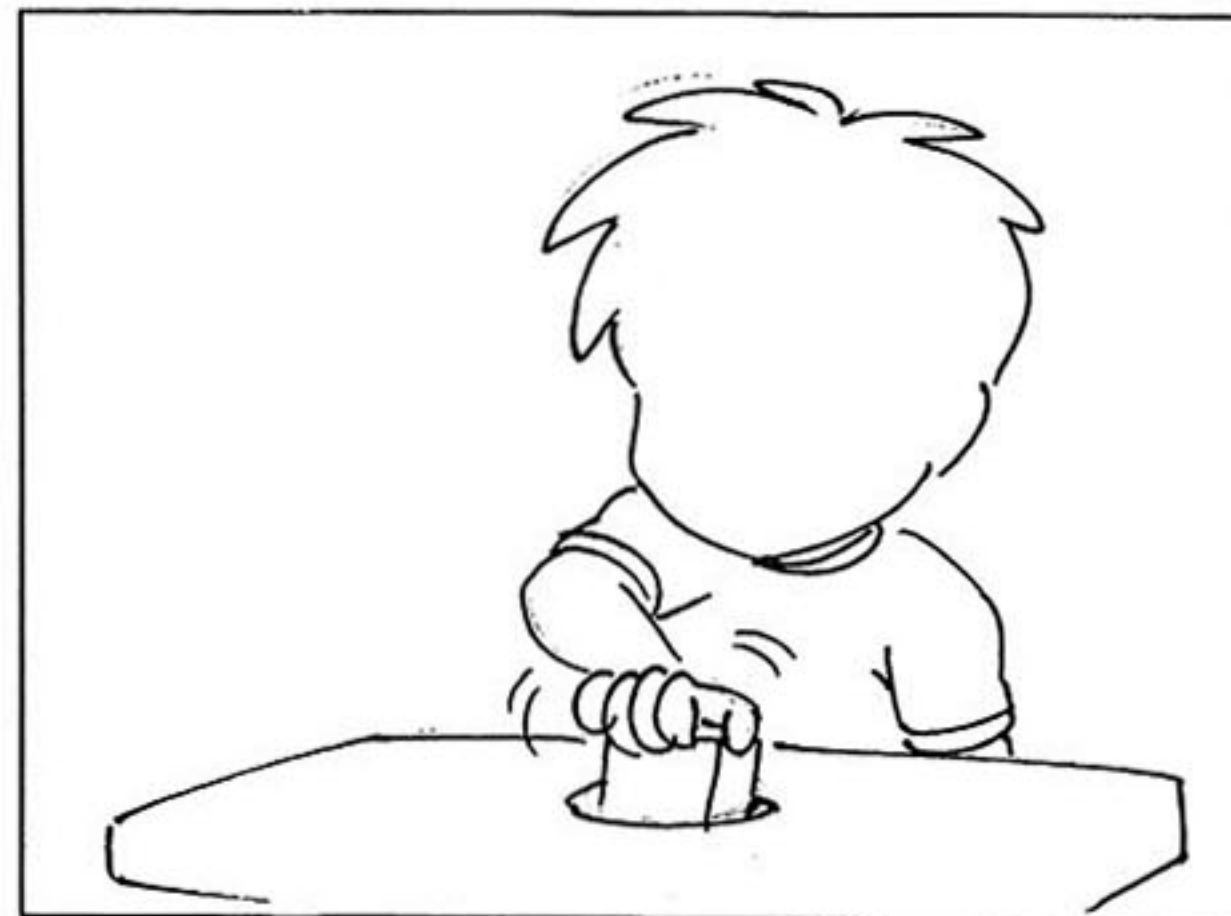
SC 2	PNL 4
------	-------



SFX  
<KLUNK, KLAK>



SC 2	PNL 5
------	-------



ACTION

SC 3	PNL 1
------	-------



SC 3	PNL 2
------	-------



DIAL

SFX  
<KLUNK, KLAK>

QUETZAL  
HMPH?

QUETZAL  
Ummm...

TIMING



SC	4	PNL	1
----	---	-----	---



ACTION

DIAL

MAX  
Ha Ha Ha Hee!

TIMING

SC	5	PNL	1
----	---	-----	---



QUETZAL  
(Amused) Ah... ha, ha...

SC	5	PNL	2
----	---	-----	---



... Okay, Maxito,  
try it again.



SC 6	PNL 1
------	-------



ACTION

DIAL

MAX  
Aye-aye, Cap'n!

TIMING

SC 6	PNL 2
------	-------



SC 6	PNL 3
------	-------



<CYCLE QUICKLY>

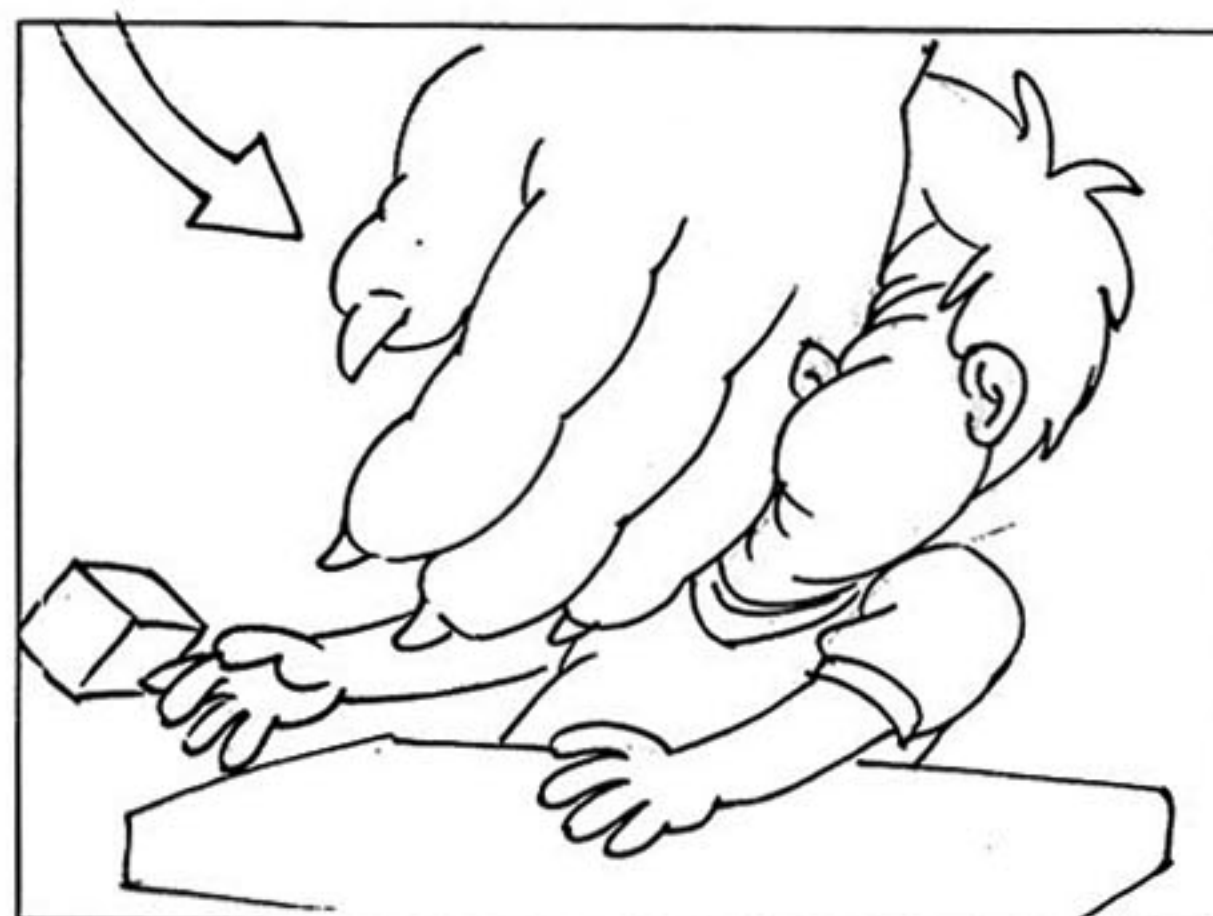
SFX: Klunk, klunk! Klak, klak!



SC 6	PNL 4
------	-------



SC 6	PNL 5
------	-------



SC 6	PNL 6
------	-------



ACTION

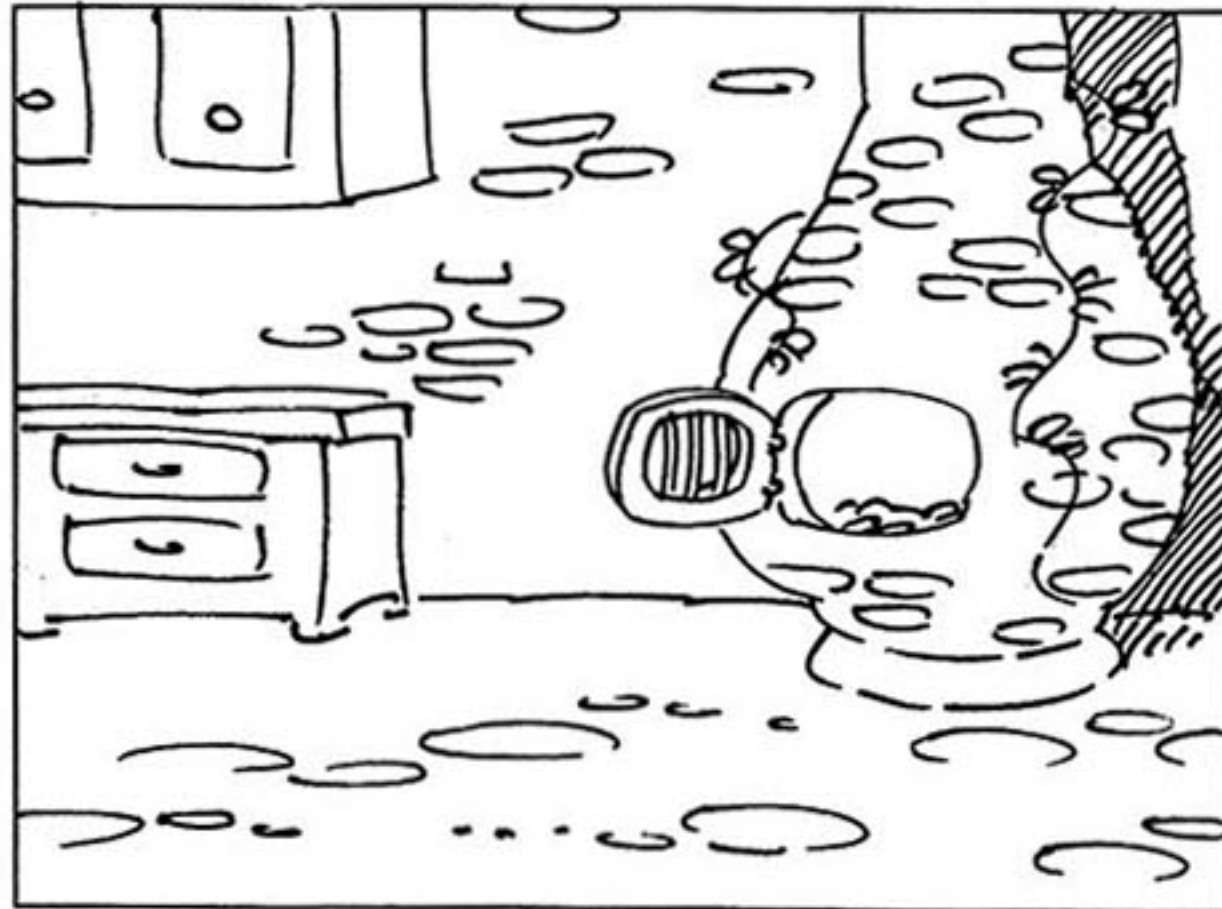
DIAL

<u>MAX</u>	<u>QUETZAL (VO)</u>	<u>MAX</u>	<u>SFX</u>
Hee, hee	GODDAMMIT!	hee, hee	<FWATCH!>

TIMING



SC 7	PNL 1
------	-------

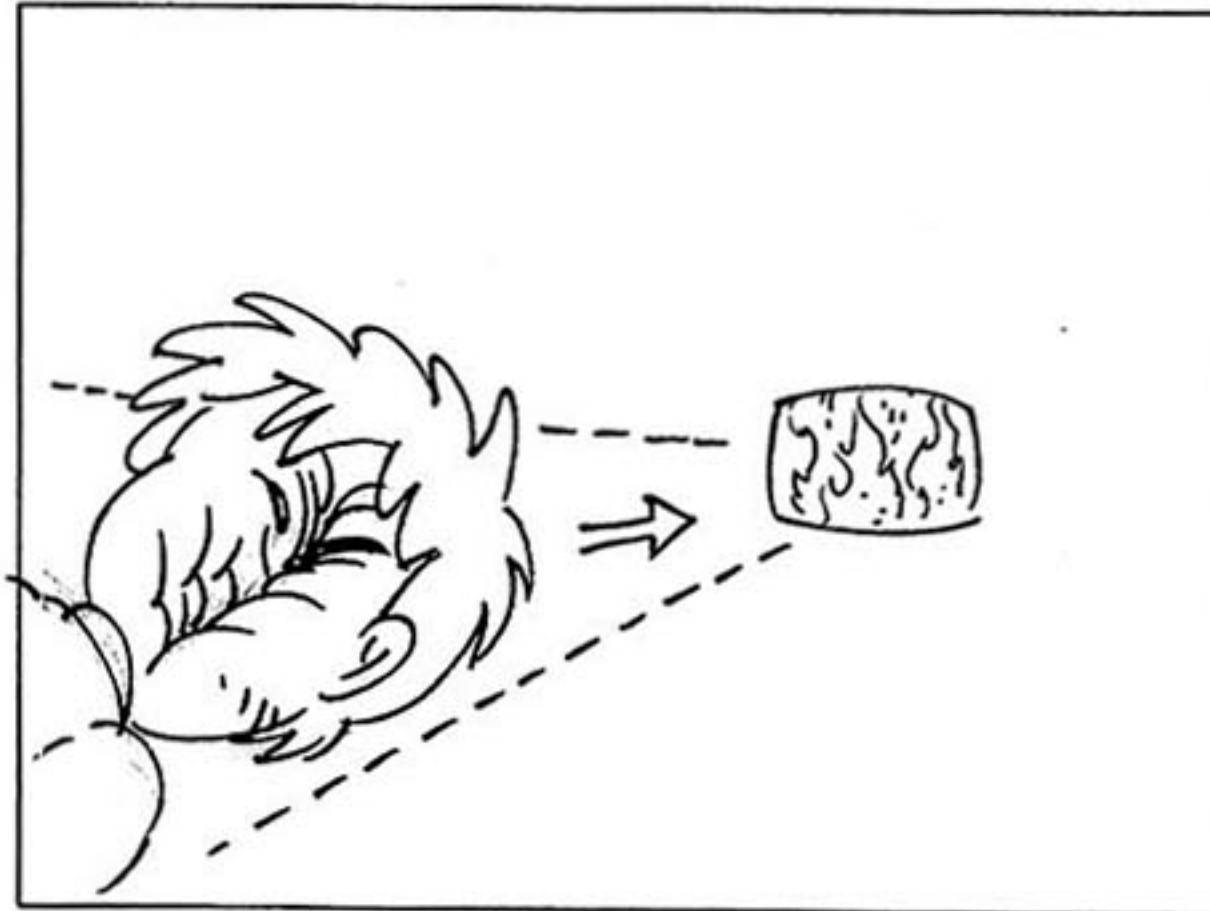


ACTION

DIAL

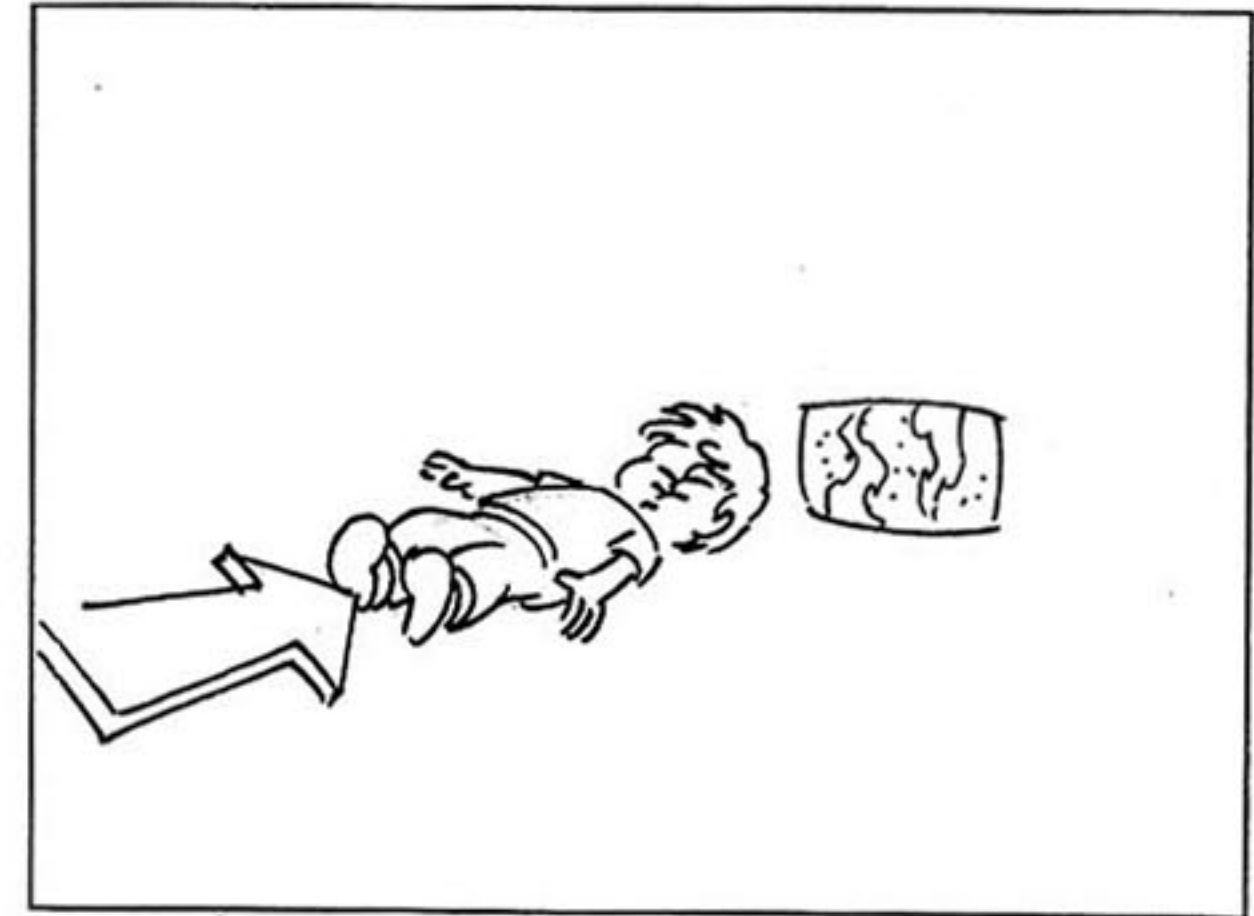
TIMING

SC 7	PNL 2
------	-------



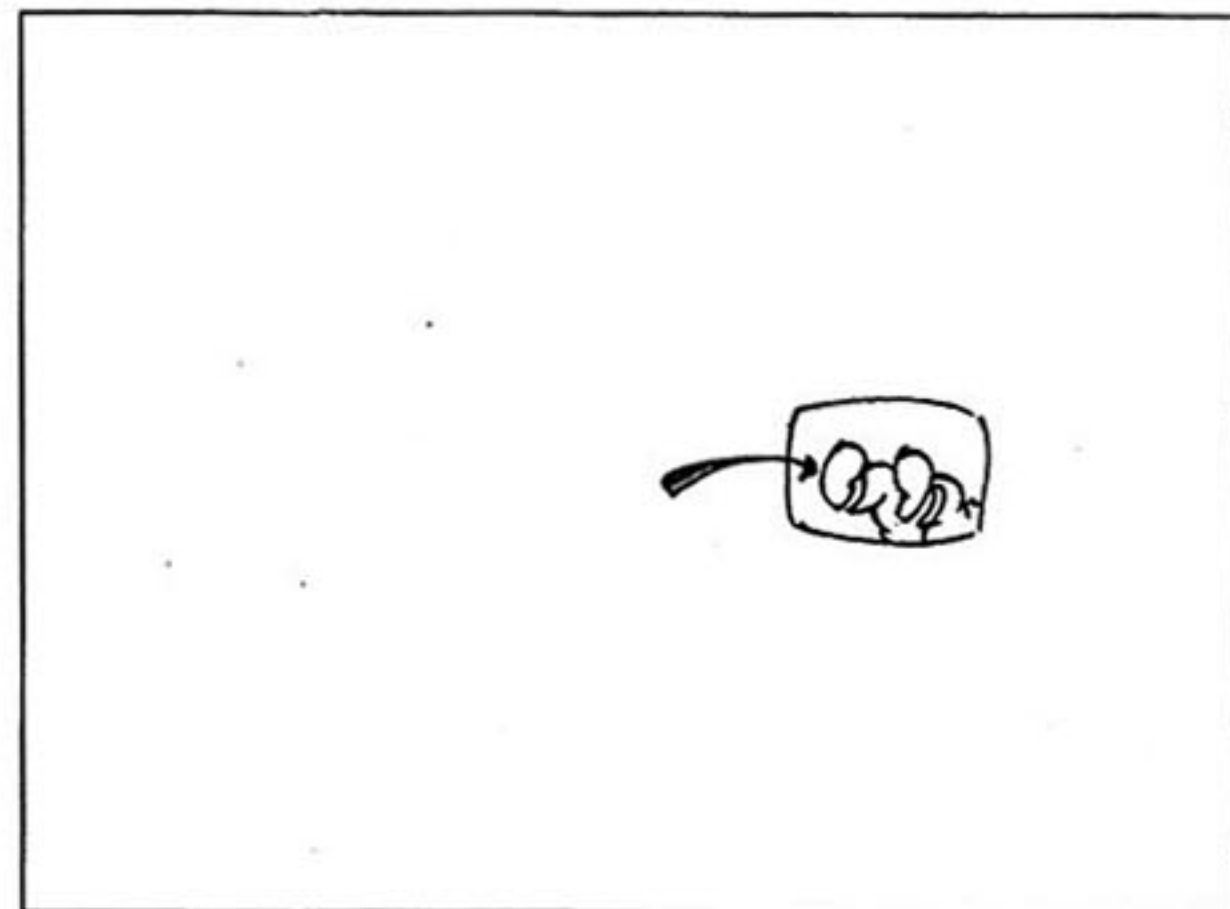
Max flies toward open, lit stove...

SC 7	PNL 3
------	-------





SC 7	PNL 4
------	-------



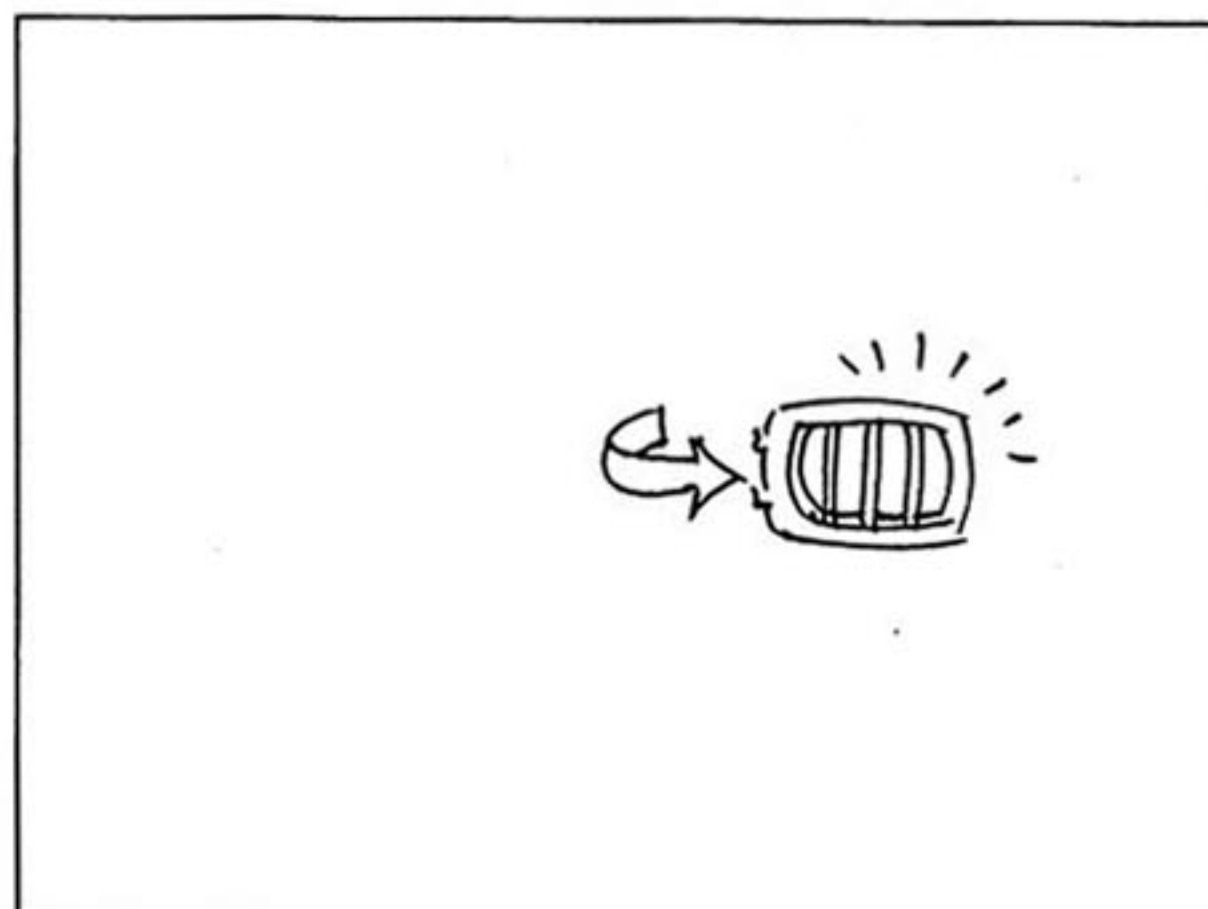
ACTION

Max flies into oven

DIAL

TIMING

SC 7	PNL 5
------	-------



— door slams.

SFX  
<KLANK!>

SC 8	PNL 1
------	-------





SC 8	PNL 2
------	-------



ACTION

Quetzal looks horrified-  
Cassie enters.

DIAL

CASSIE  
Hi, Quetzal—

TIMING

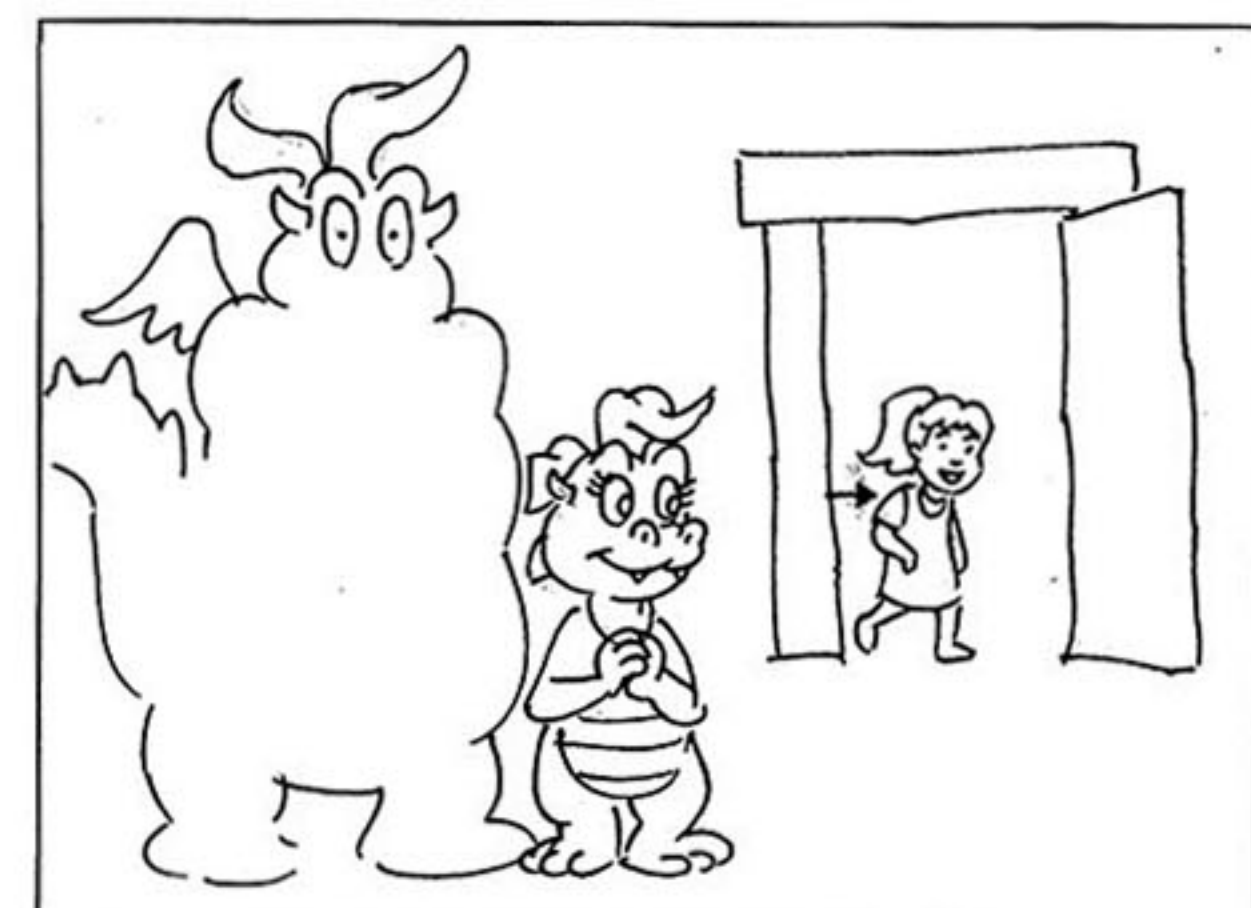
SC 8	PNL 3
------	-------



Cassie walks to Quetzal.

—what's cookin'?

SC 8	PNL 4
------	-------



Emmy walks in—  
Quetzal reacts

EMMY  
MAX!



SC	9	PNL	1
----	---	-----	---



ACTION

Quetzal turns to Emmy.

SC	9	PNL	2
----	---	-----	---



SC	10	PNL	1
----	----	-----	---



Emmy steps in next to Cassie.

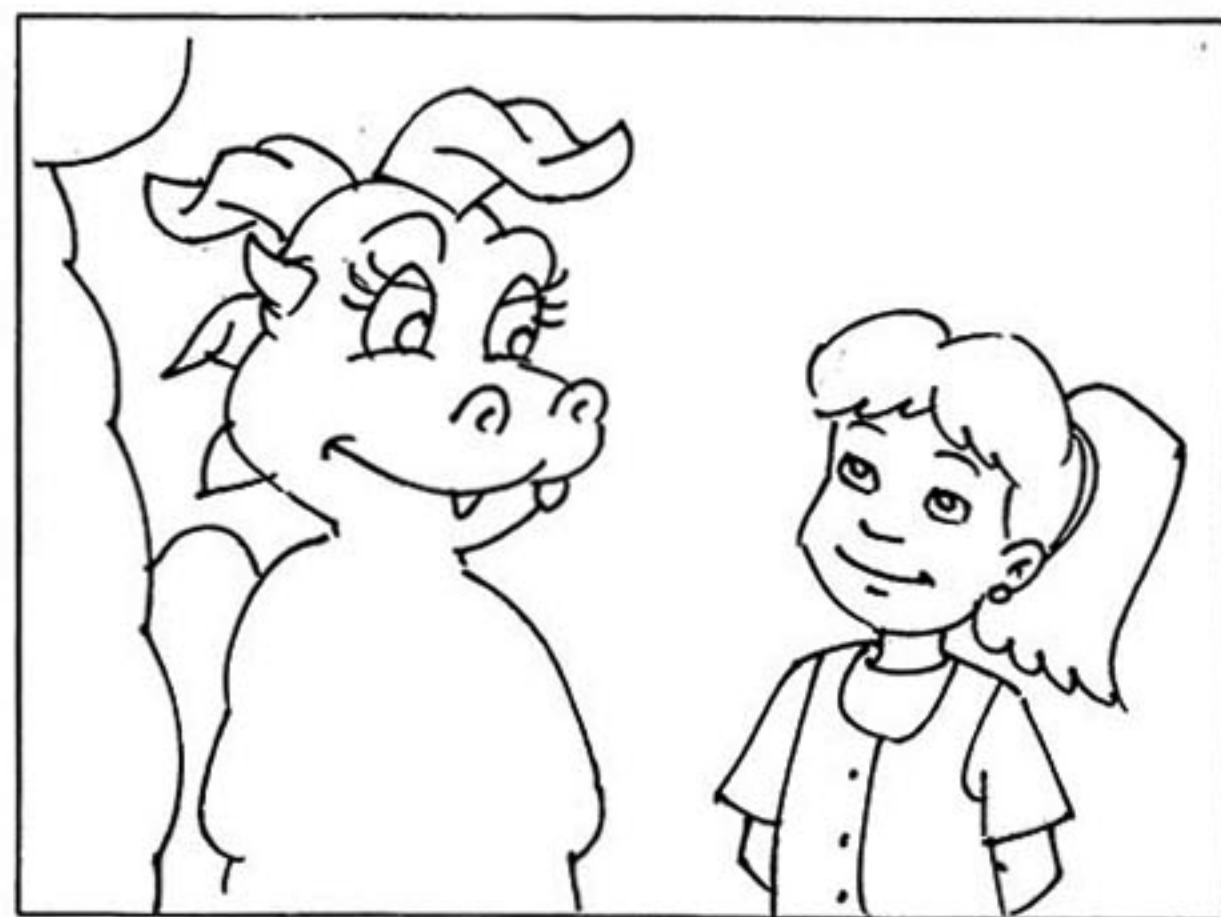
DIAL

EMMY  
Have you seen  
Max, Quetzal?

TIMING



SC 10	PNL 2
-------	-------



ACTION

Cassie narrows her eyes at Emmy.

DIAL

CASSIE (thinking echo)

Just keep ignoring me, bitch.

TIMING

SC 11	PNL 1
-------	-------



Quetzal sweats/stammers.

QUETZAL

Ah-buh... duh... kwim...

SC 12	PNL 1
-------	-------



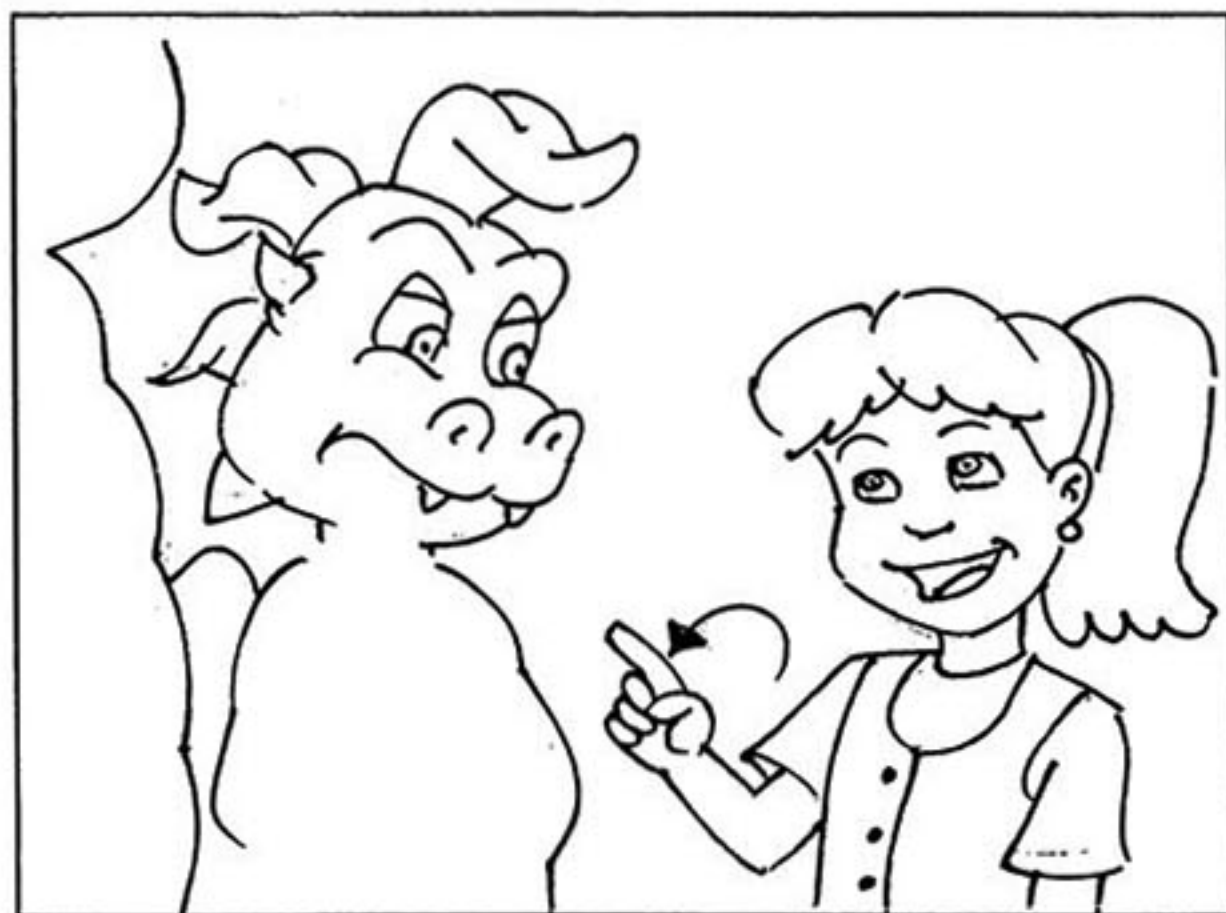
Emmy gestures.

EMMY

Oh, Quetzal! You're so funny!



SC 12	PNL 2
-------	-------



ACTION

Emmy points at Quetzal.  
Cassie's face twitches.

DIAL

EMMY  
Definitely!

TIMING

SC 12	PNL 3
-------	-------



Emmy walks OS

CASSIE (Thinking Echo)  
Next time I'll bite that  
finger the fuck off.

SC 12	PNL 4
-------	-------



Cassie mimicks  
Emmy's gesture.

—Definitely!



SC 12	PNL 5
-------	-------



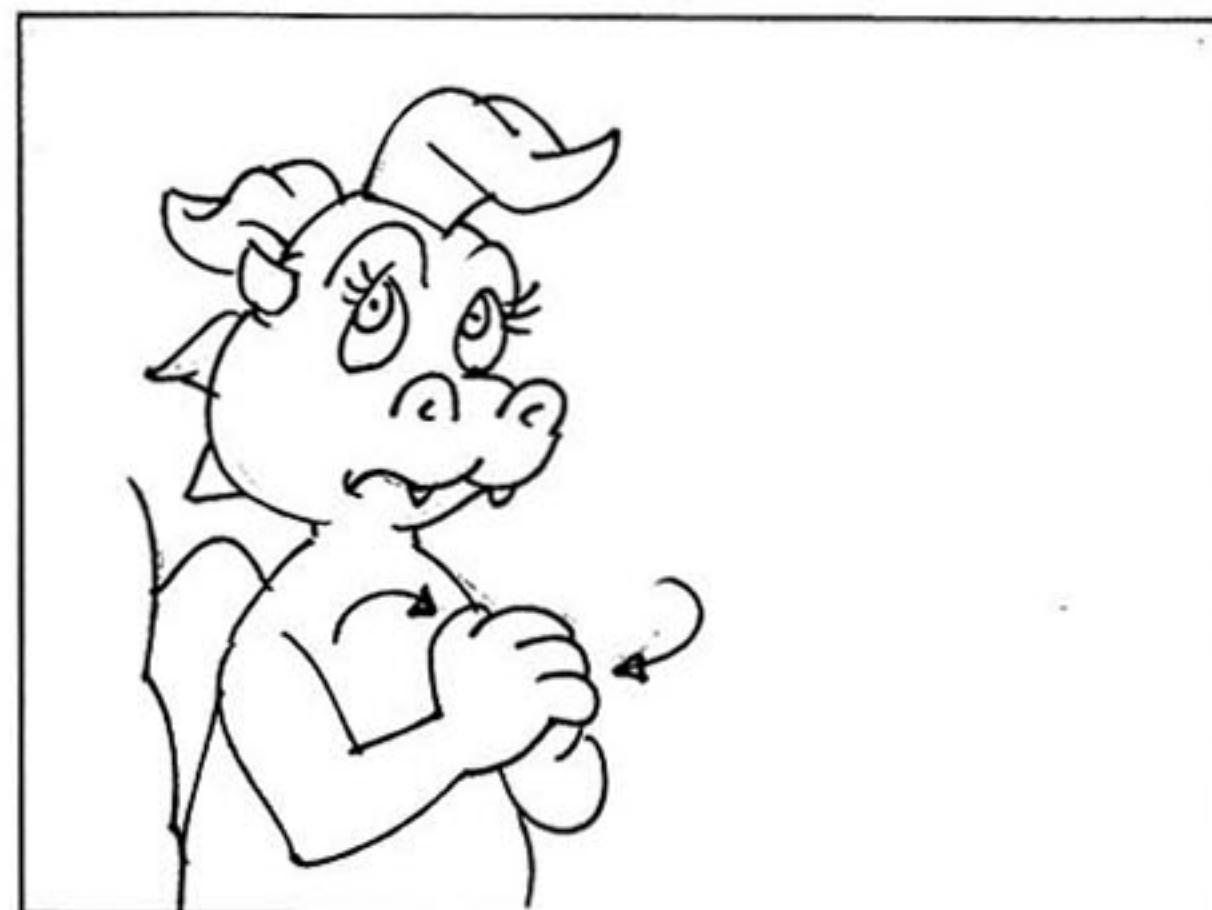
ACTION

DIAL

CASSIE  
Bang!

TIMING

SC 12	PNL 6
-------	-------



SC 12	PNL 7
-------	-------





THIS SECTION RATED

N

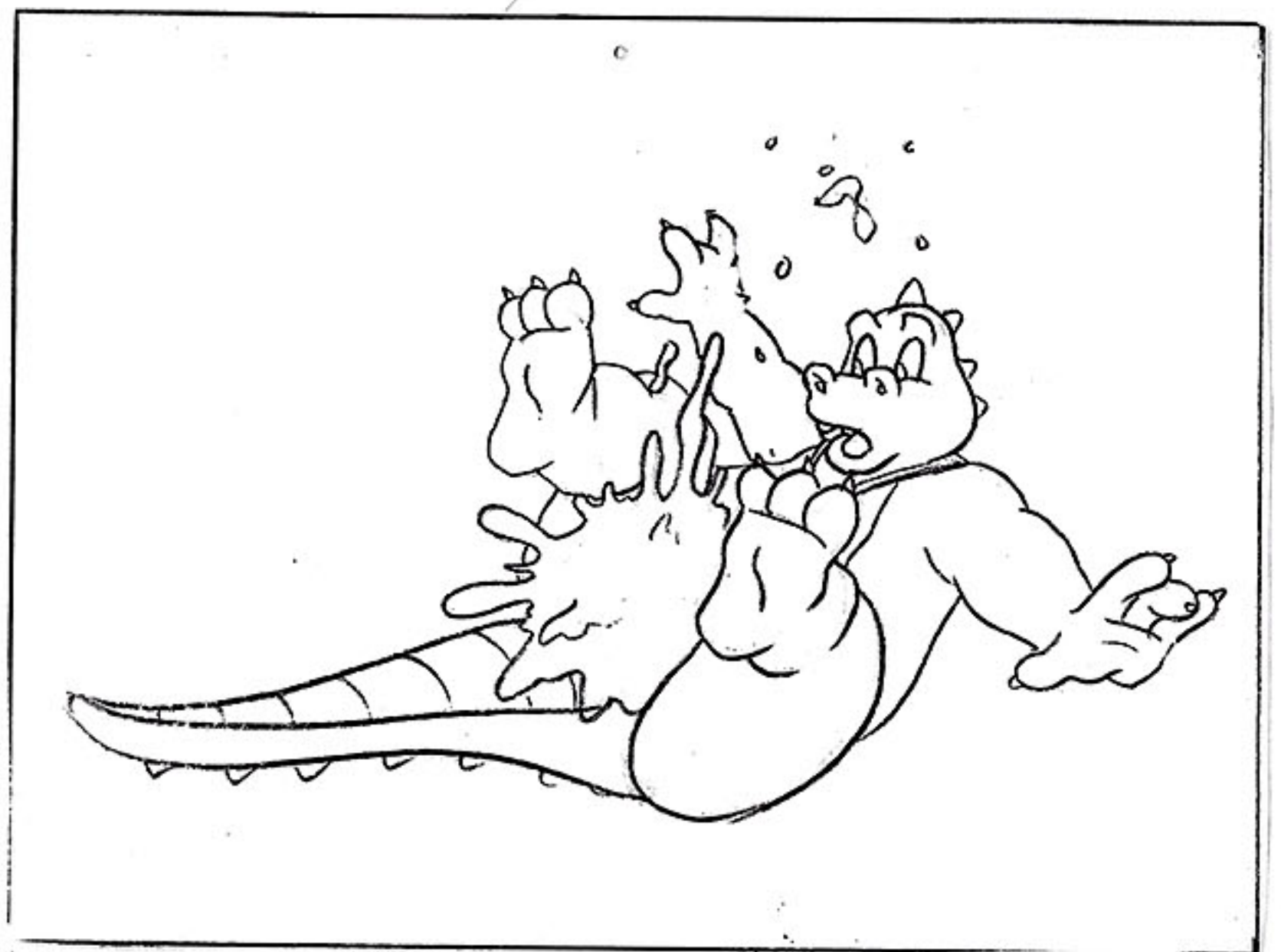
NASTY.







DIALOGUE MAX "Don't think that Quetzal's gonna save yer ass Ord...you dick."  
QUETZAL (V.O.) "Oh no, Maxito, you teenybitch"







ACTION

MAX  
(encouraging)  
Blow harder.



EMMY  
Ewwwww!!!







SC 67	PNL 1
-------	-------



ACTION CLOSE ON MAX'S FINGERS  
PUSHING ON HOPPY'S  
HEAD

DIAL

HOPPY

NNNOOOOOOOOOO!

TIMING

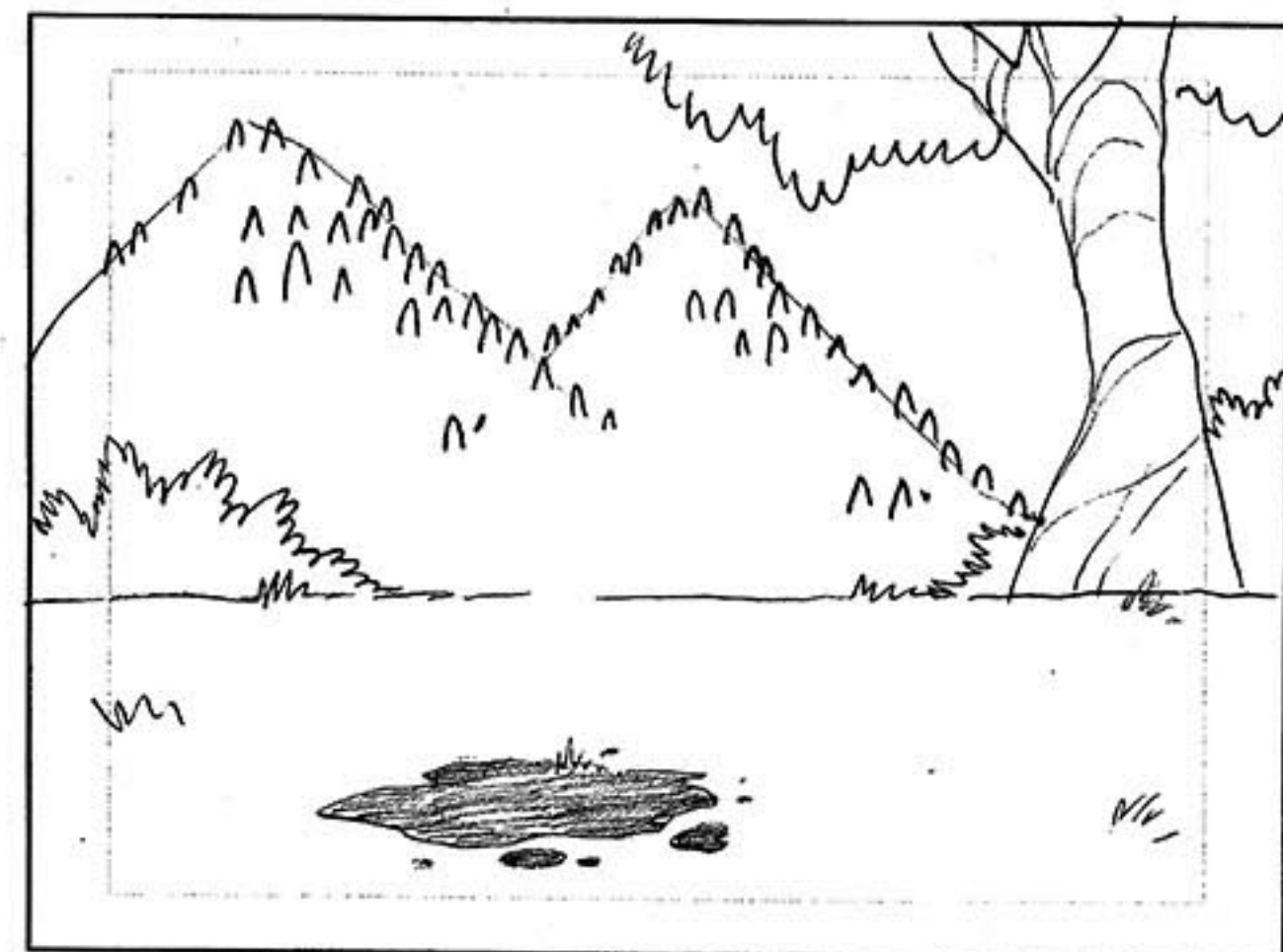
SC 68	PNL 1
-------	-------



WIDE ON MAX WITH HOPPY  
LODGED UP HIS ASS. MAX TURNS  
TO CAM AND WINKS AND GIVES  
THE UNIVERSAL SIGN FOR THE  
"A-OK".

MAX  
S'RIGHT!

SC 68	PNL BG
-------	--------





WITH REVISION:



WIDE ON MAX WITH HOPPY  
LODGED UP HIS ASS. MAX TURNS  
TO CAM AND WINKS AND GIVES  
THE UNIVERSAL SIGN FOR THE  
"A-OK".

MAX  
S'RIGHT!

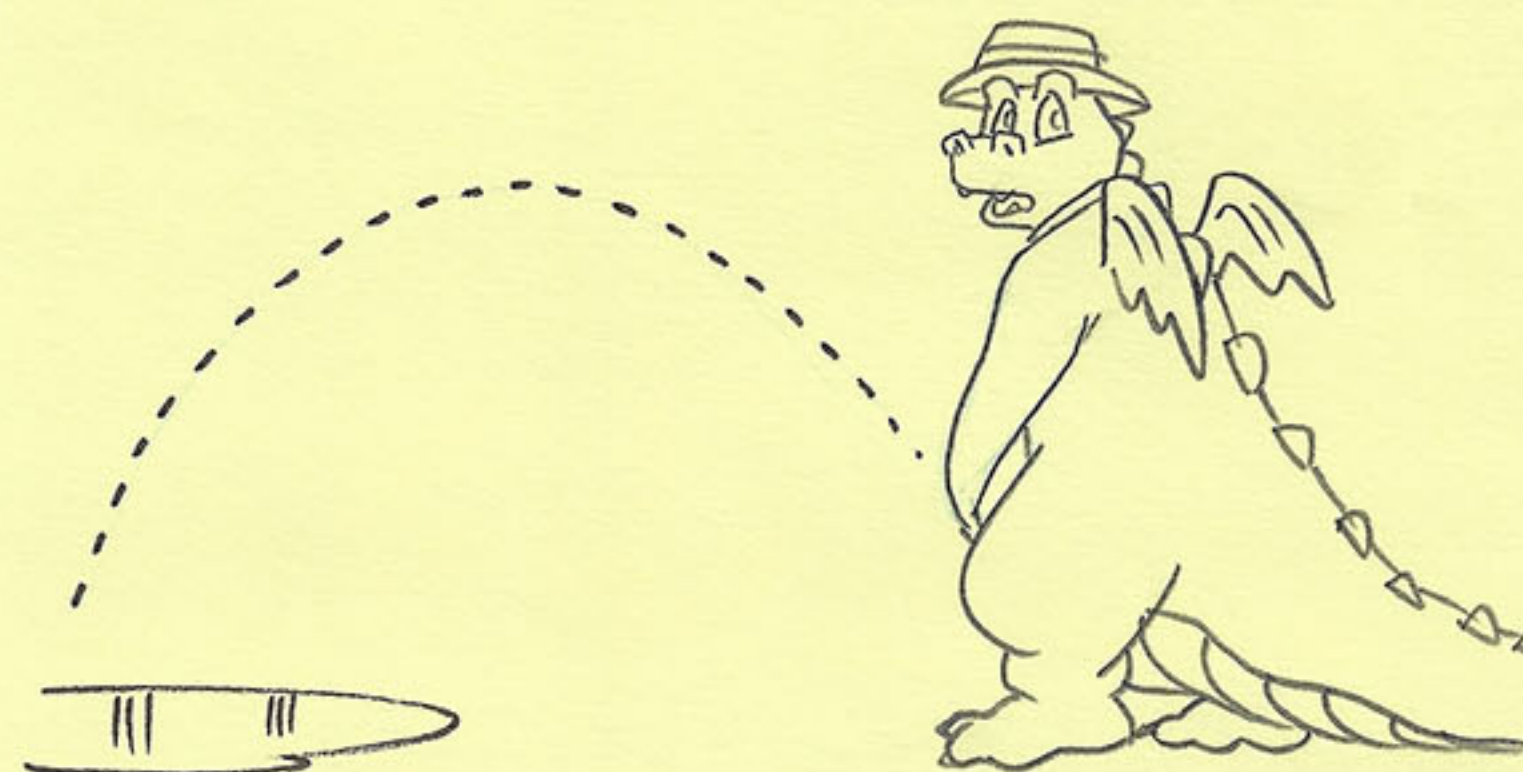




ZAK LINE



U'h, why do you get to decide  
"poop hover" Emmy?





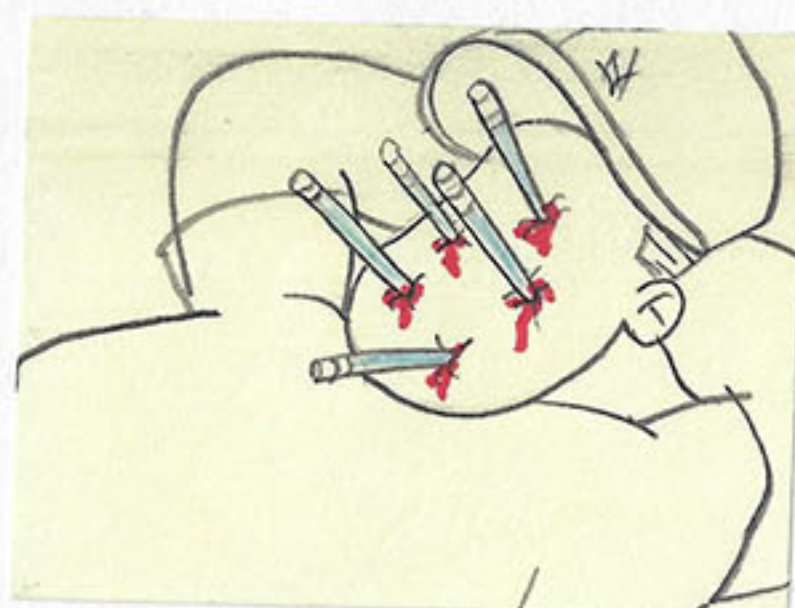
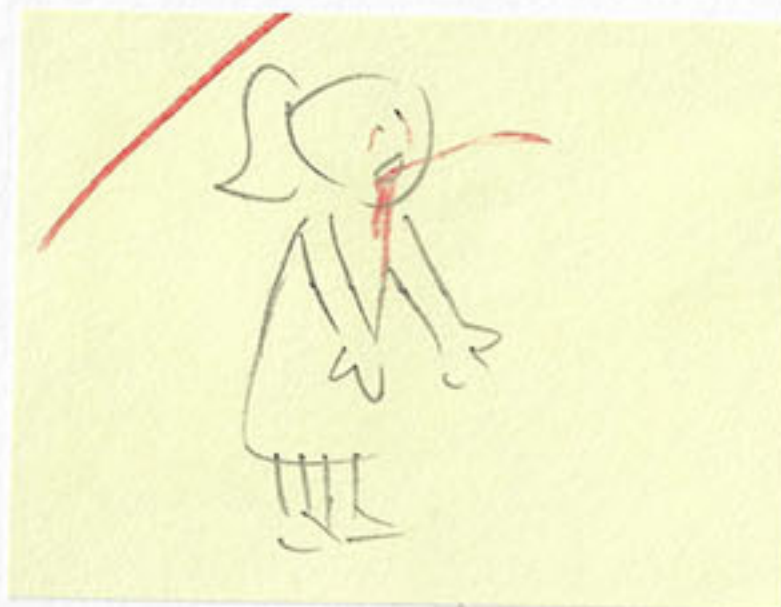
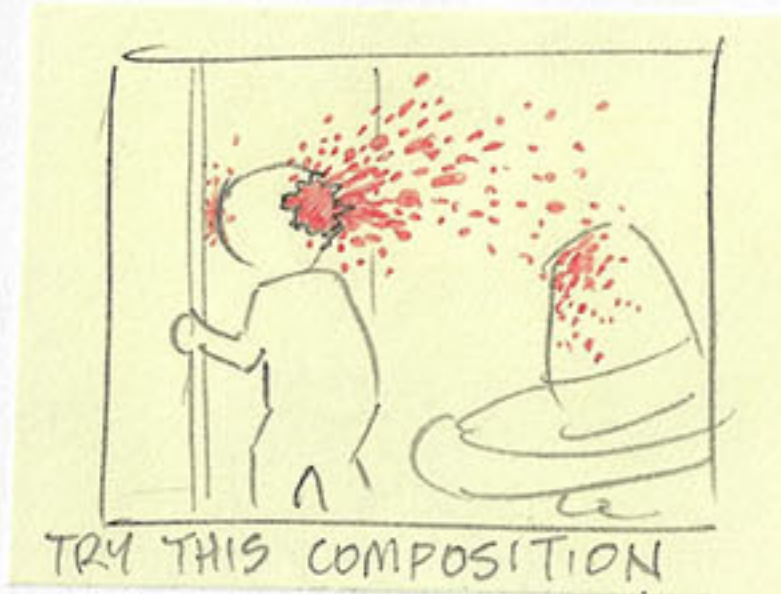
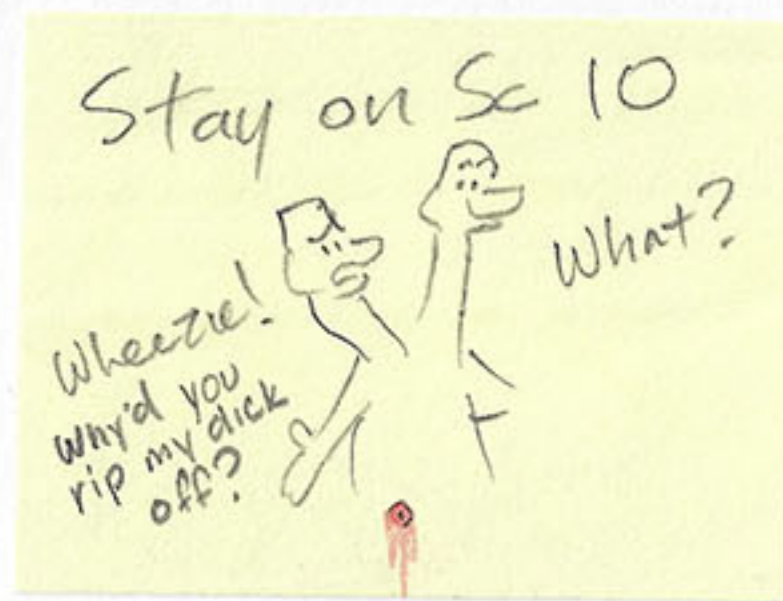
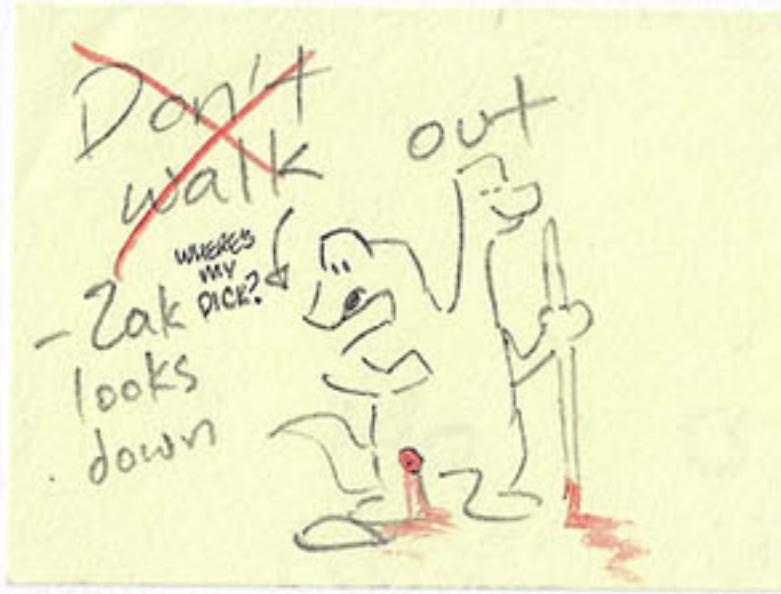
— Special Section —

# THE RED MENACE

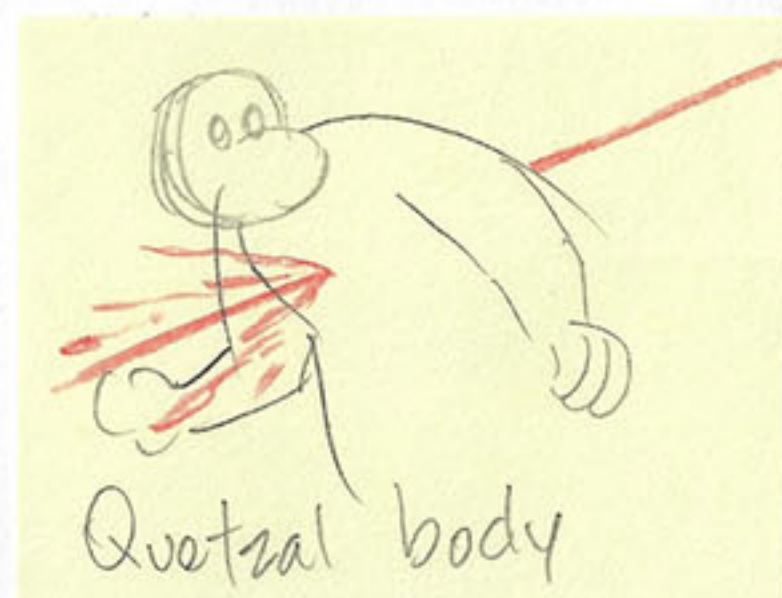
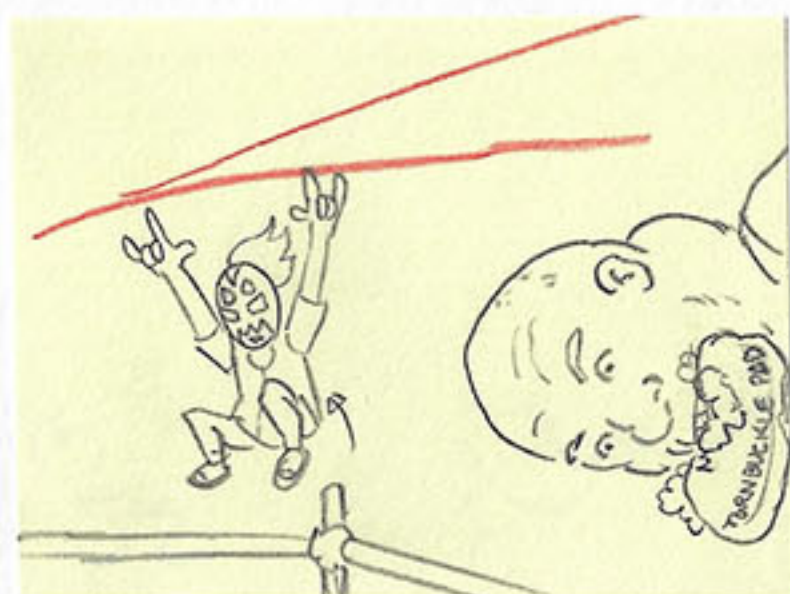
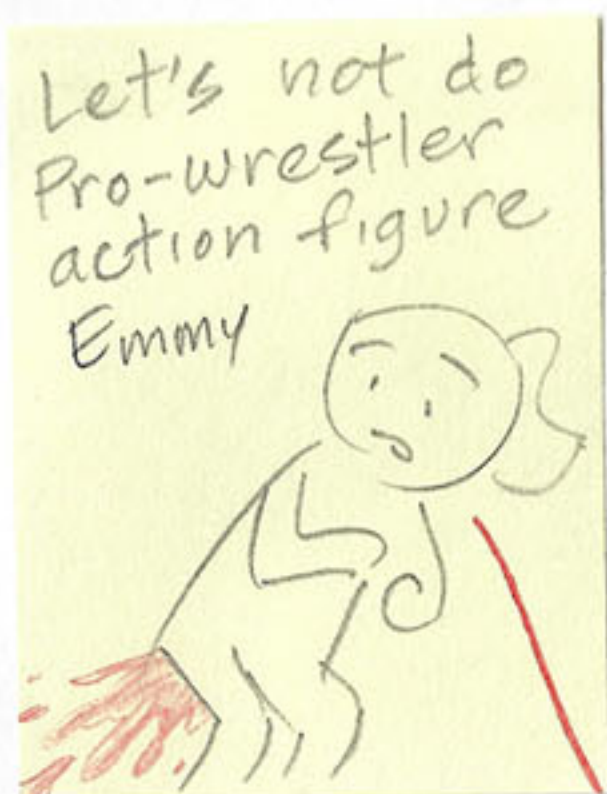
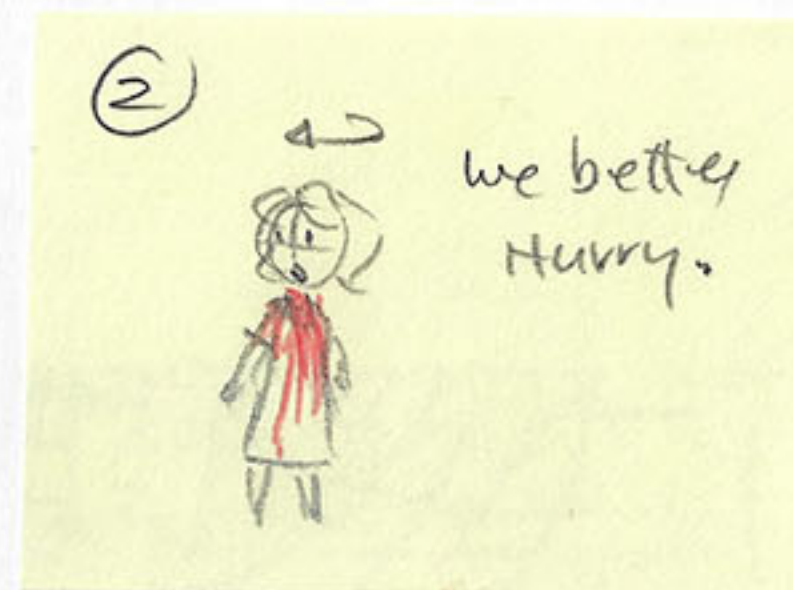
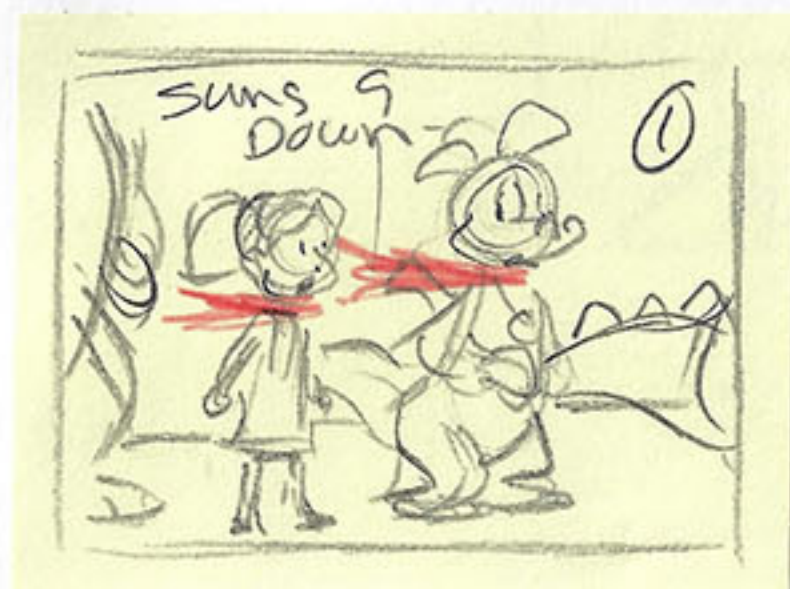
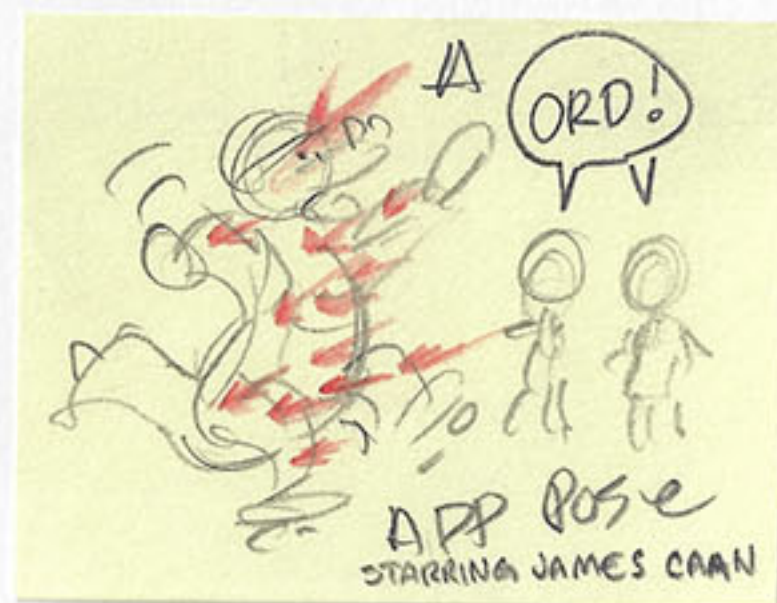
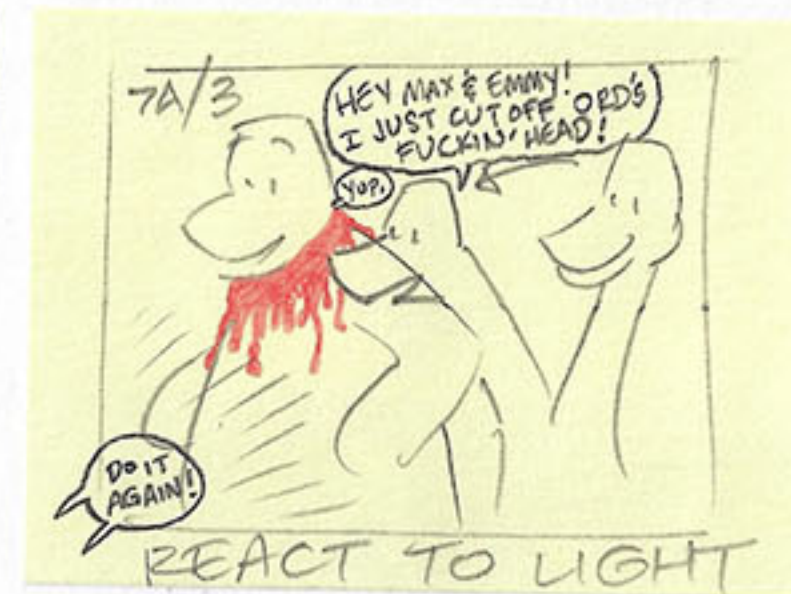
A J.A.M.B.  
PRODUCTION



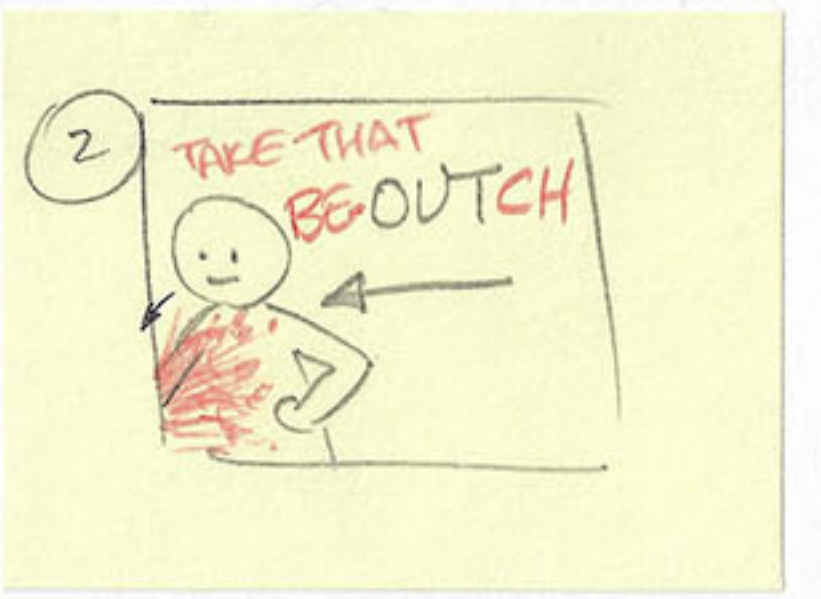
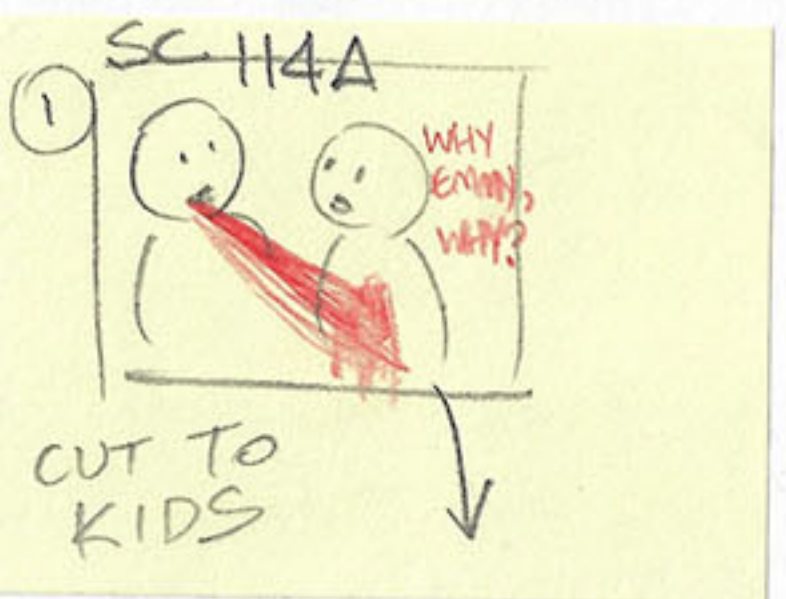
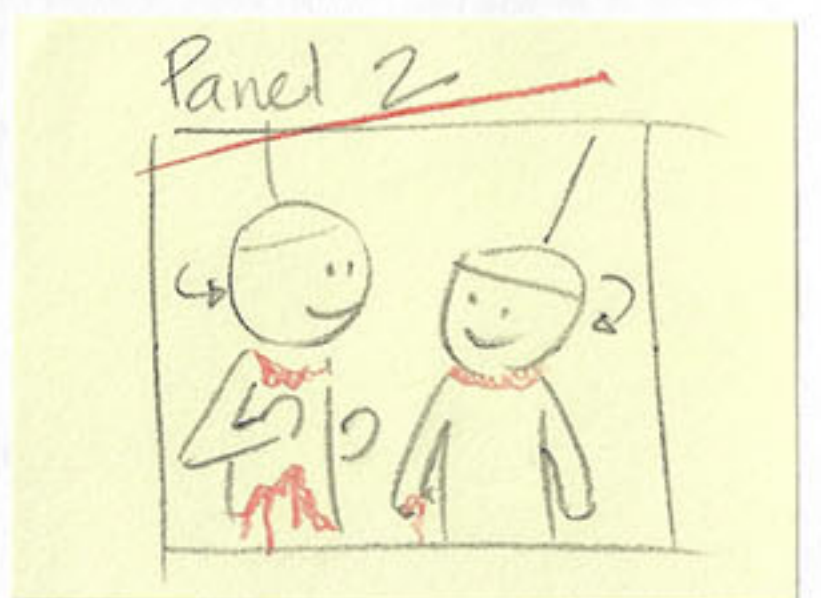
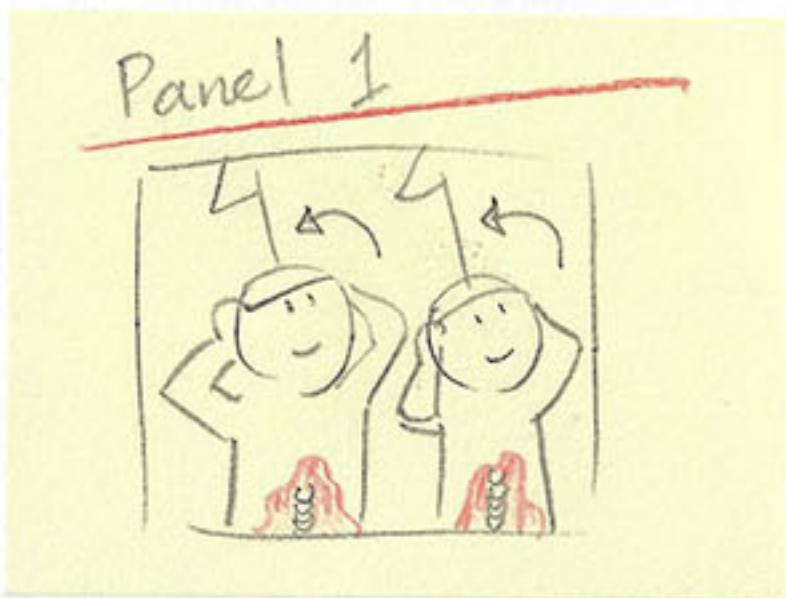






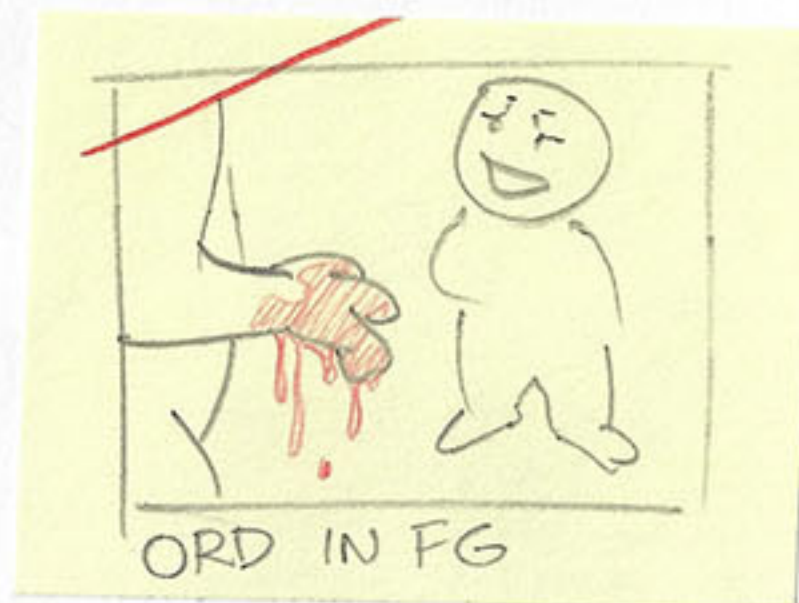
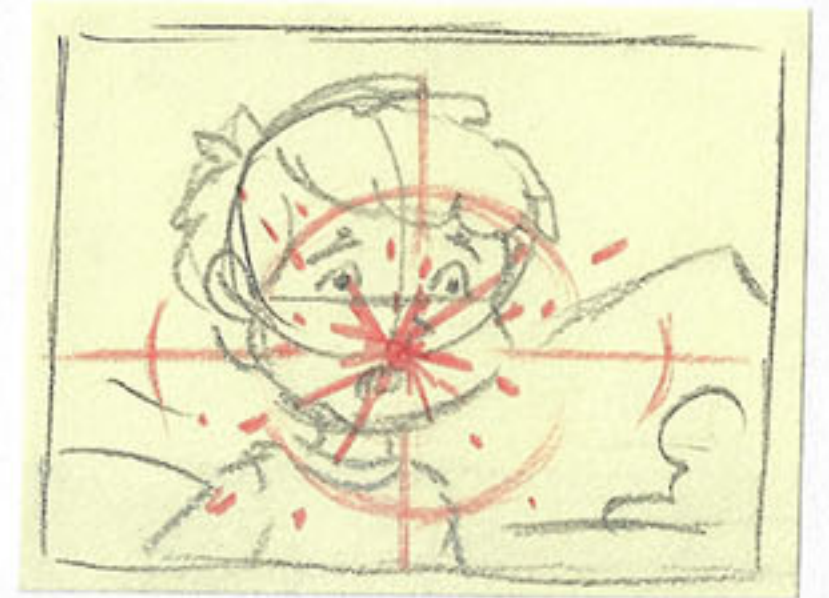
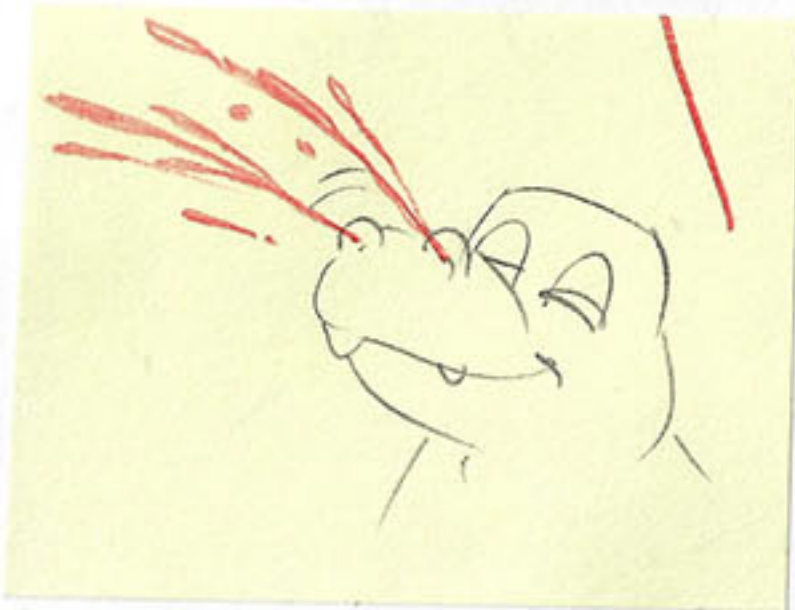
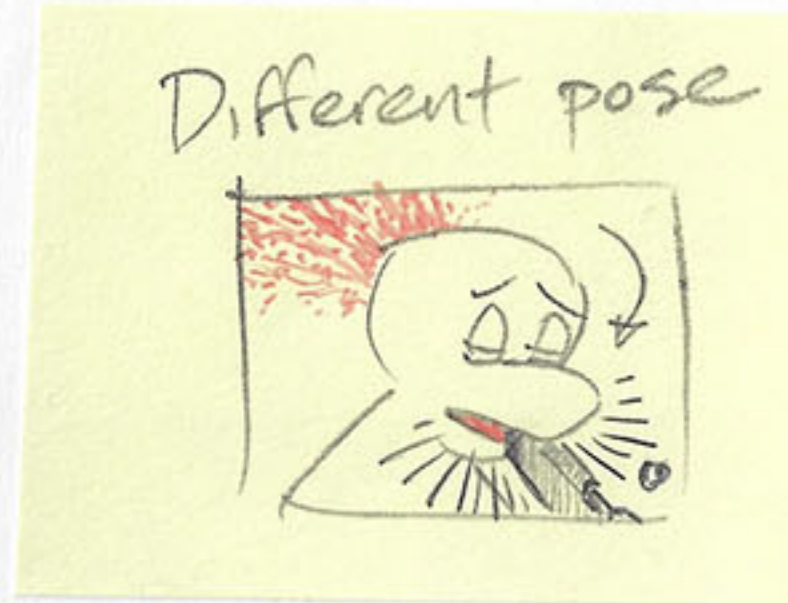






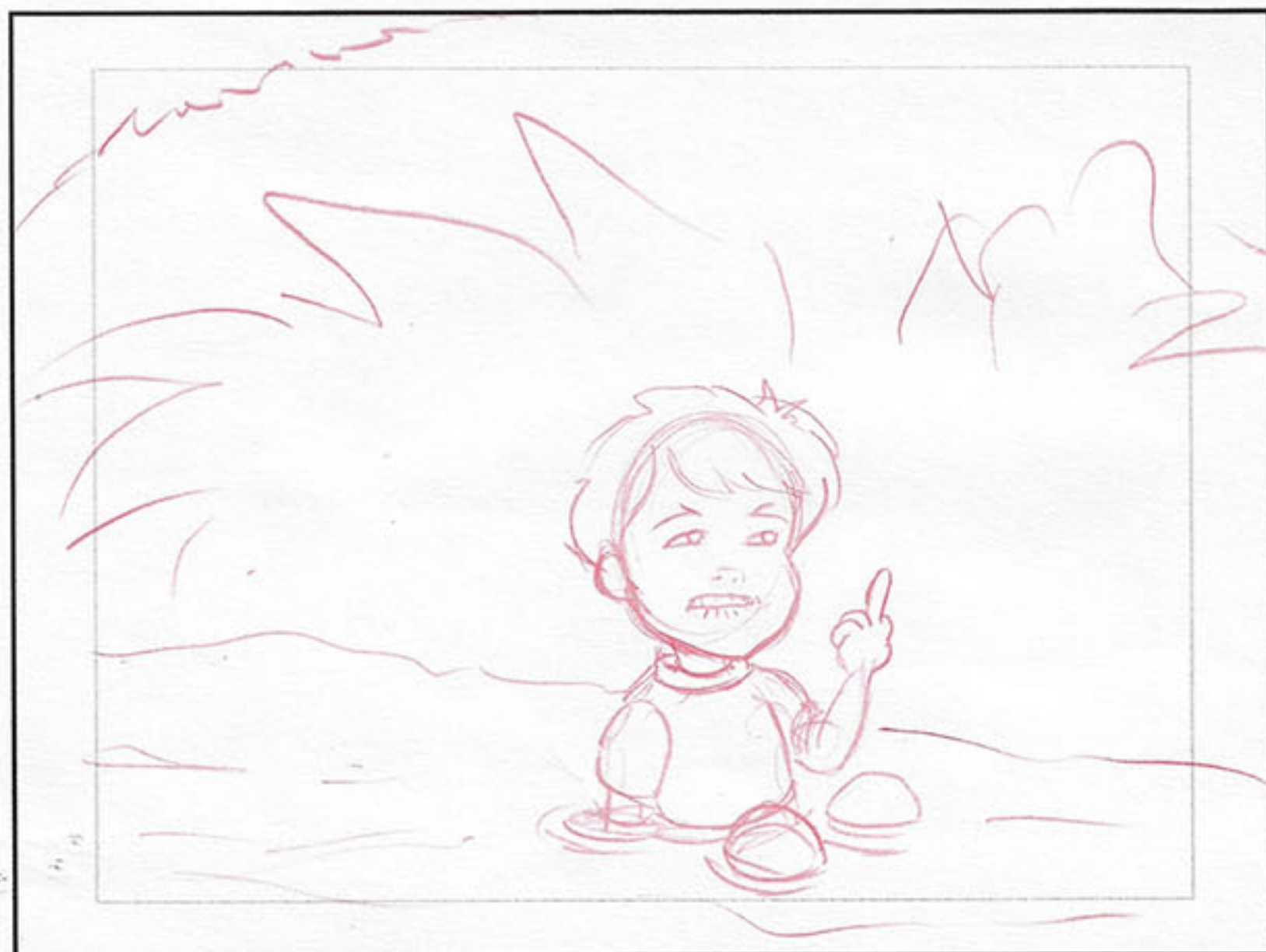


TURN THIS UPSIDE DOWN  
Draw a heart  
-it emerges  
& pulsates,  
then we go  
to 124/2





SC	56	PNL	1
----	----	-----	---



ACTION

DIAL

MAX

" F F F F F F F F → "

SC	56	PNL	2
----	----	-----	---



" MAX (CONT.)

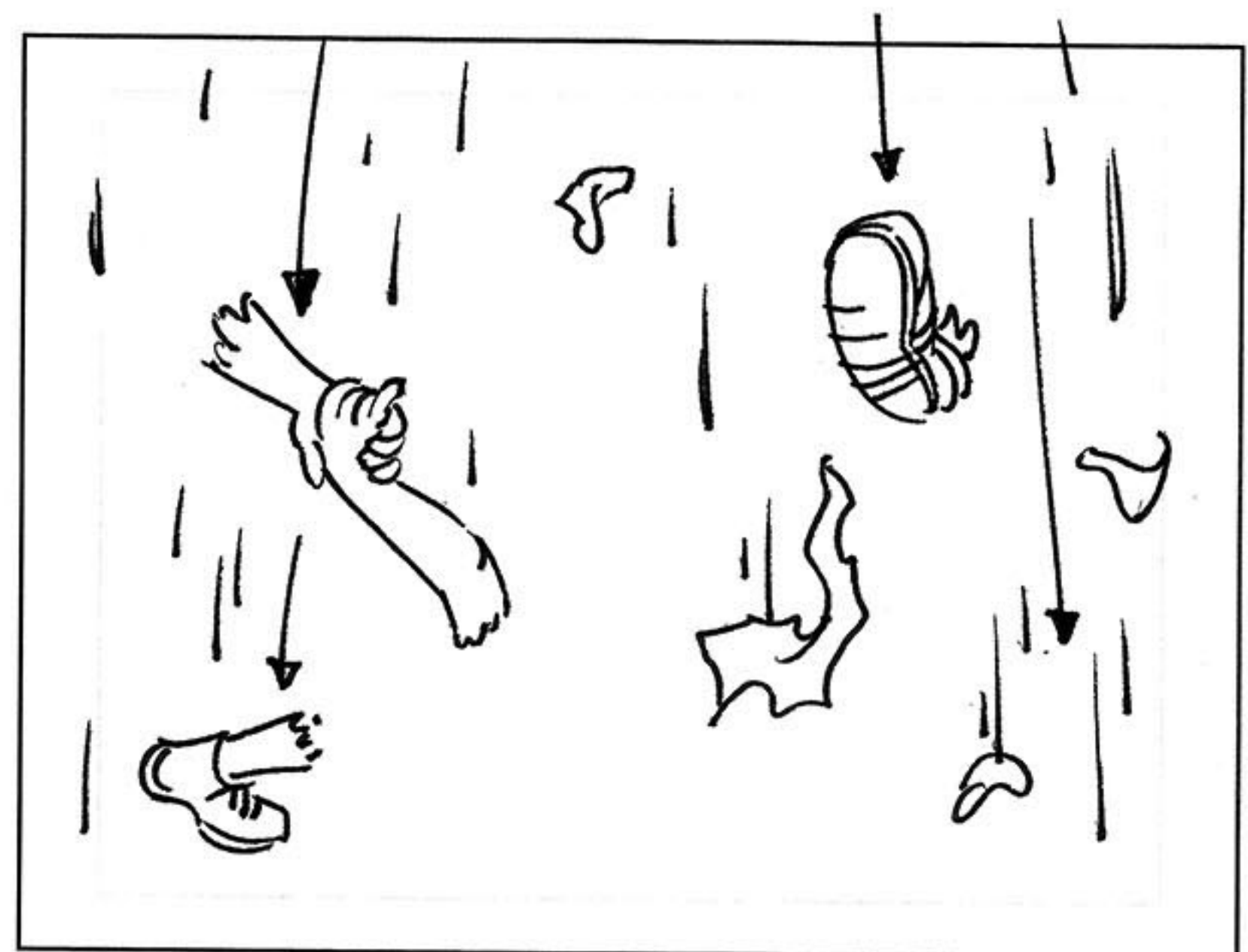
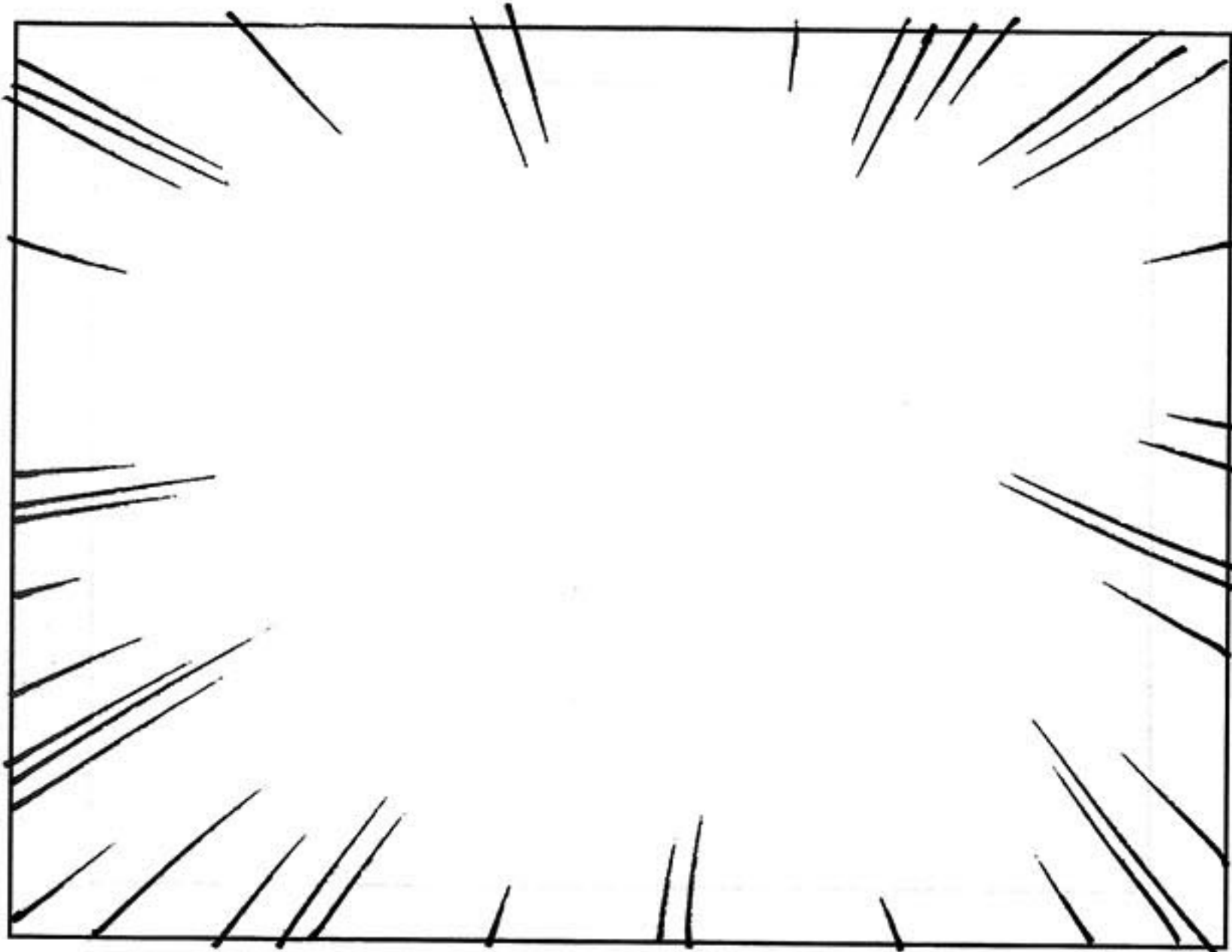
→ UCK YOU "



# BAD DAY IN DRAGONLAND



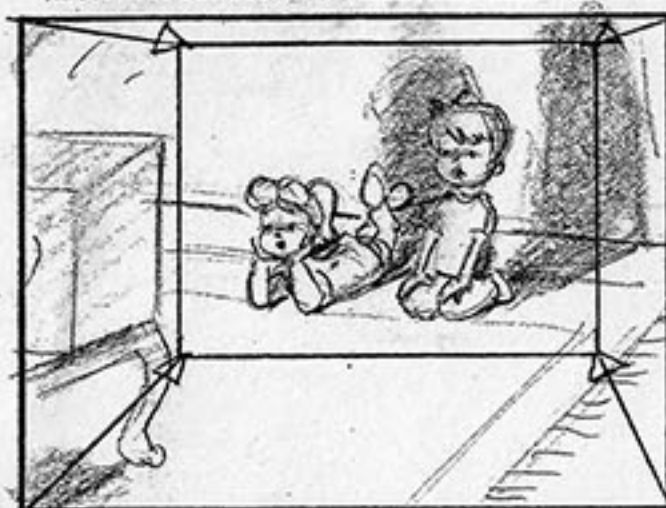
"I wish, I wish, with all my heart... to go back ho - wait - that's the wrong--"



- white flash -



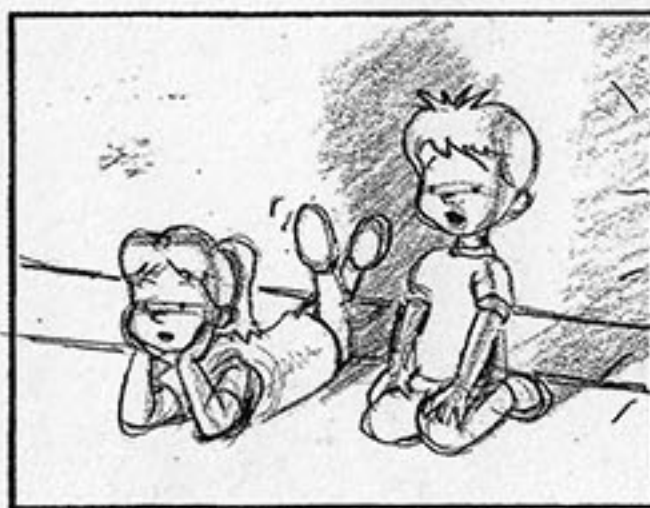
SC 1 PNL 1



ACTION WIDE ON EMMY + MAX WATCHING TV IN DARKENED PLAYROOM. I.  
DIAL SLOW TRUCK IN.  
<SFX: STUPID, VIOLENT CARTOON>

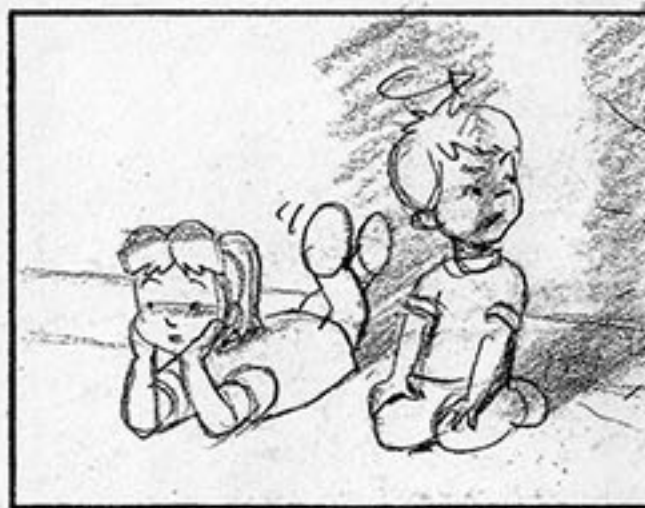
TIMING

SC 1 PNL 2



O.S. LIGHT PULSATES (CYCLE 5-6 TIMES)

SC 1 PNL 3



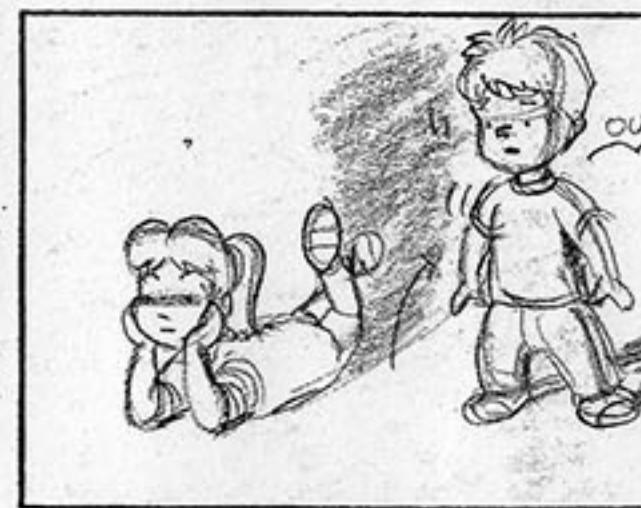
MAX TURNS WITH IRRITATION TO O.S. LIGHT

SC 1 PNL 4



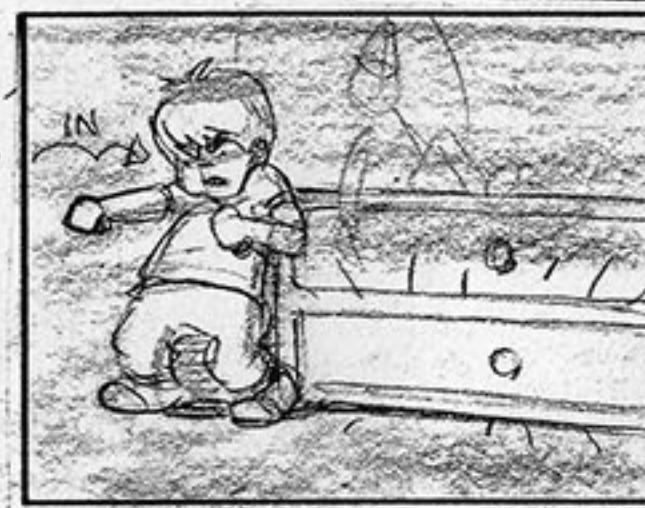
EMMY TURNS TO LOOK AT MAX. MAX TURNS TO EMMY. EMMY LOOKS HEAVENWARD IN EXASPERATION

SC 1 PNL 5



MAX STANDS + STEPS SIDEWAYS (O.S.) STILL WATCHING (O.S.T.V.)

SC 2 PNL 1



ON WINDOW SEAT. MAX SIDESTEP INTO SC, SWINGING HIS TINY FIST PREOCCUPIED BY THE T.V.

SC 2 PNL 2



ACTION CONTINUING TO WATCH TV, HE OPENS DRAWER + REACHES IN  
DIAL <SFX: STUPID, VIOLENT CARTOON>

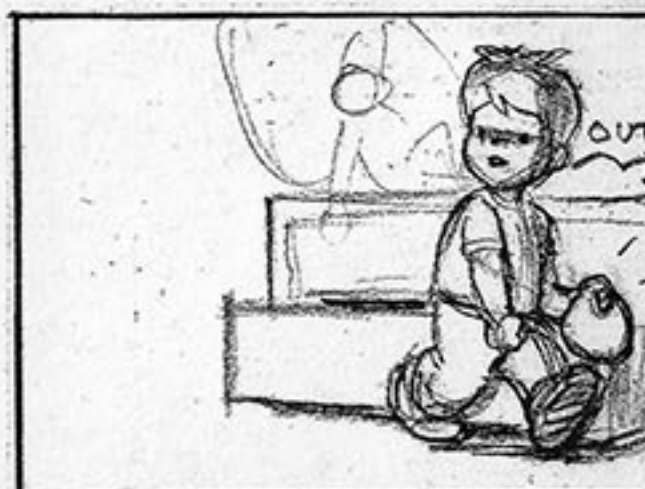
TIMING

SC 2 PNL 3



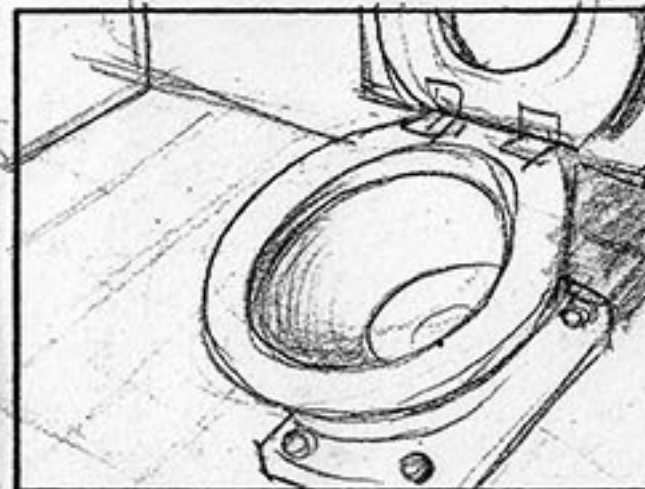
... PULLS OUT MAGIC SCALE

SC 2 PNL 4

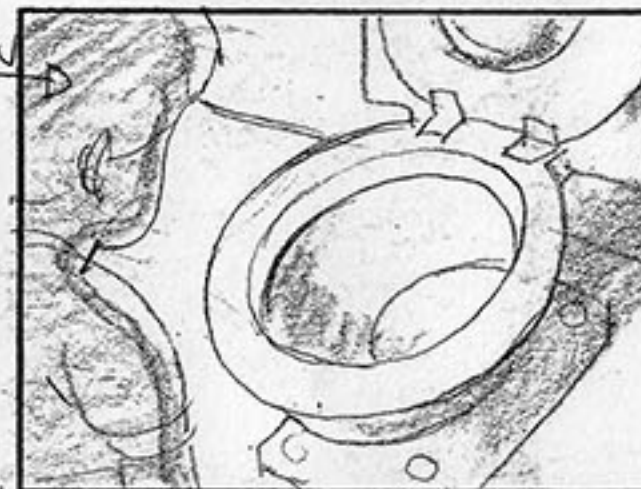


... WALKS A.S. STILL WATCHING TV. D.S. ON TOILET

SC 3 PNL 1

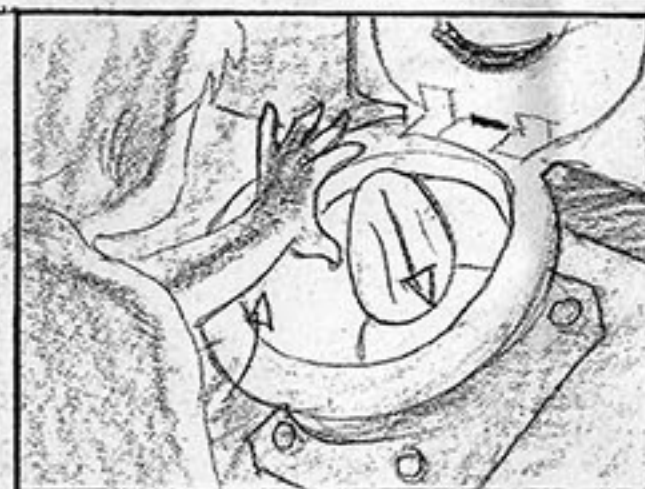


SC 3 PNL 2



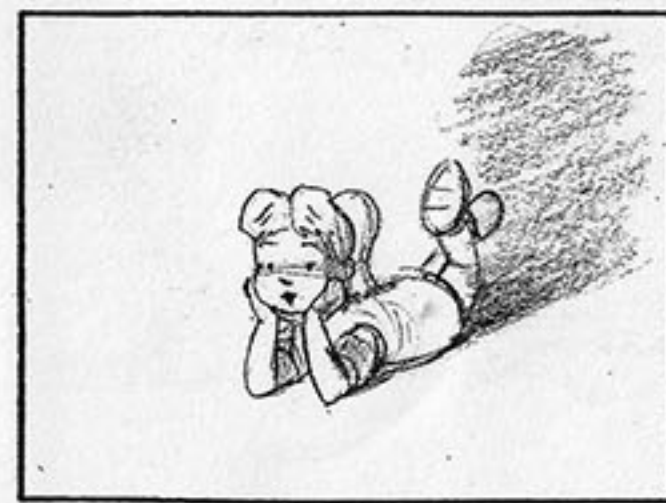
MAX INTO SC

SC 3 PNL 3



MAX LIFTS HAND WITH SCALE + DROPS IT INTO TOILET  
<SFX SPLASH!>

SC 4 PNL 1

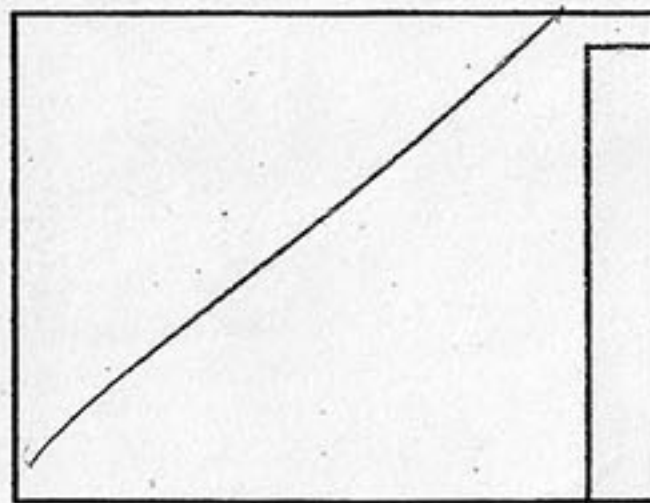


ACTION ON EMMY WATCHING O.S.T.V.

DIAL <SFX: FLUSHING TOILET>

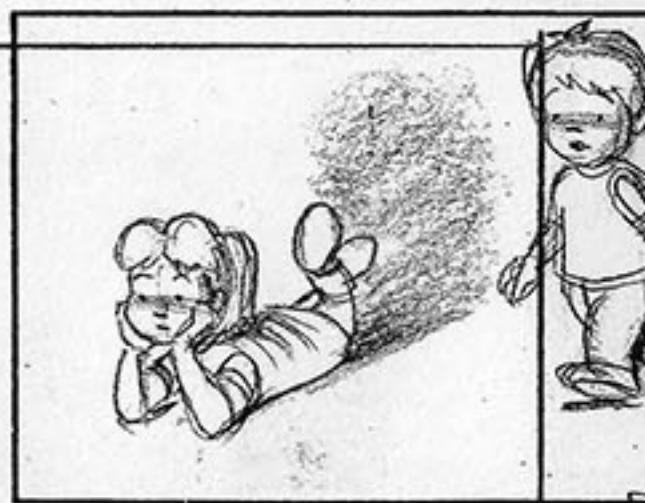
TIMING

SC PNL



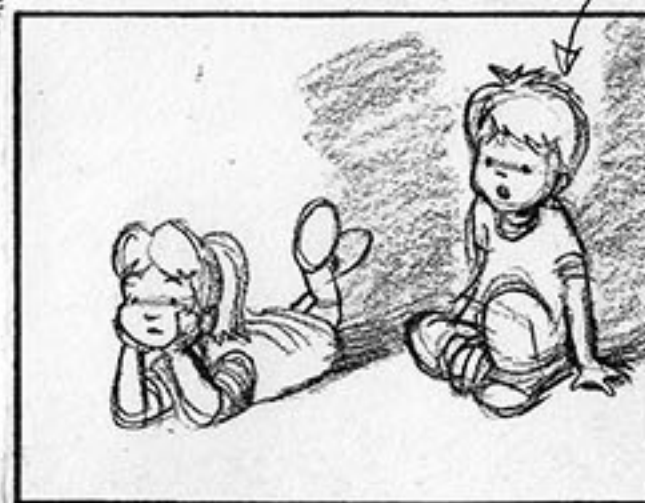
PAN DIAG AS MAX ENTERS (O.S.) START PAN STOP

SC 4 PNL 2



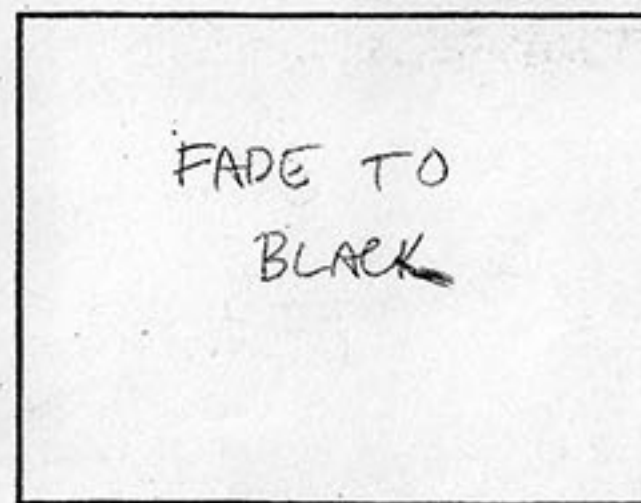
<SFX (CONT): FLUSHING TOILET-GUG-GUG>

SC 4 PNL 3

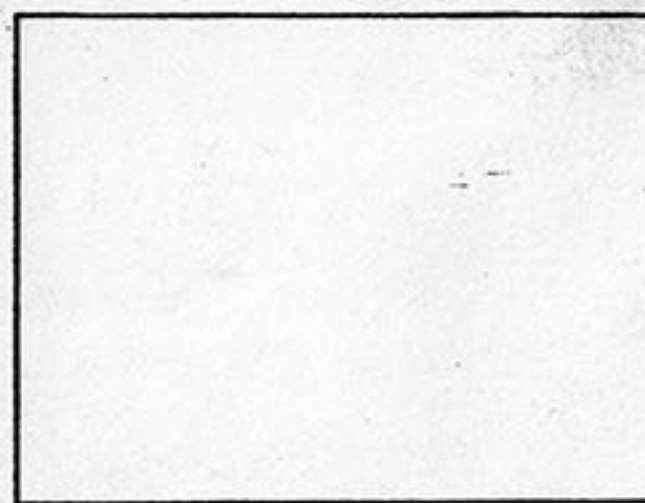


MAX SITS.

SC PNL



SC PNL





Thanks for playing  
— Wally

